

ALWAYS FIRST WITH **Nintendo** EXCLUSIVES

TOTAL!

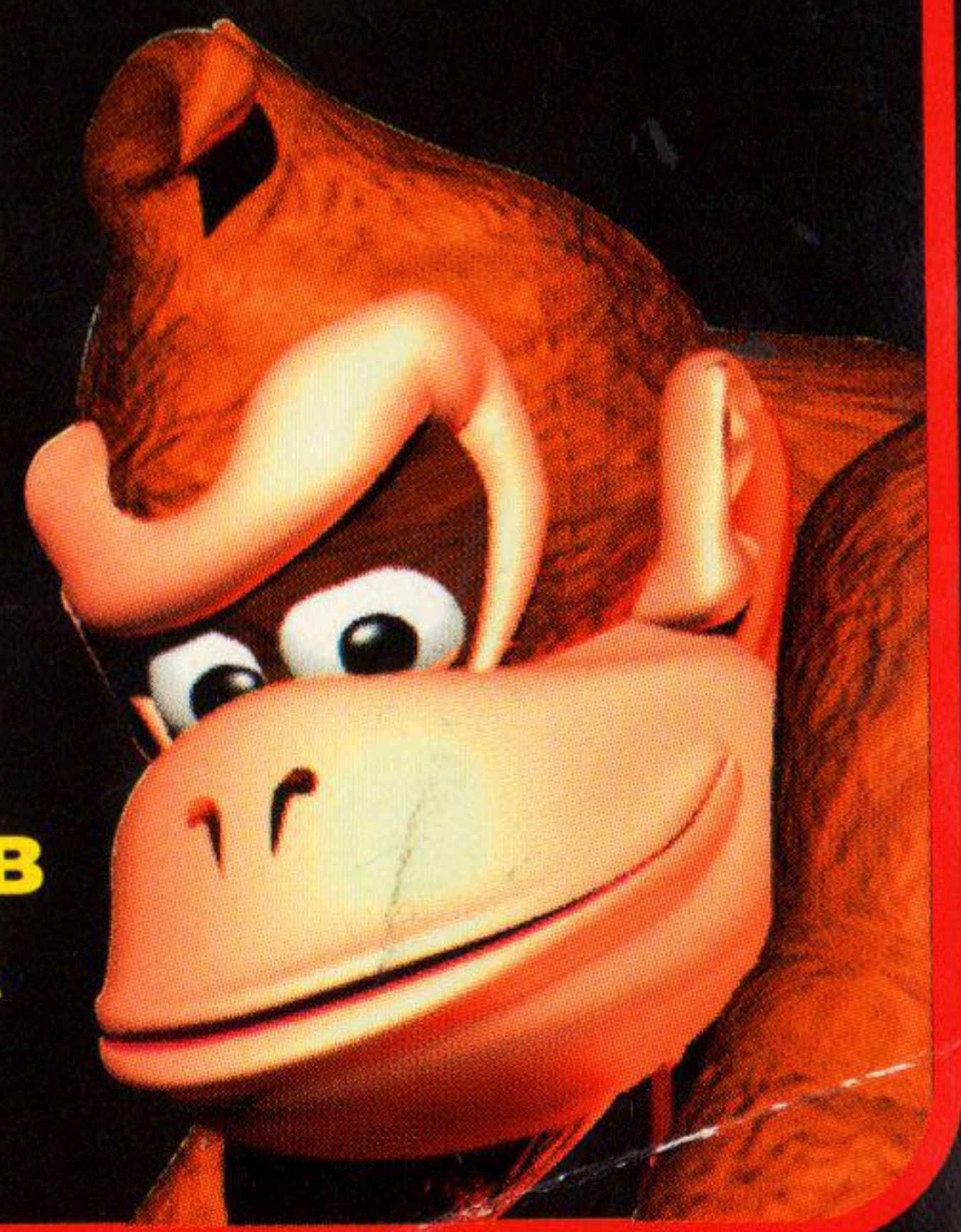
December 1994 Issue 36 £2.50

EXCLUSIVE! **KILLER INSTINCT!**

INSIDE! THE COMPLETE **NINTENDO** GUIDE

- **OVER 150 GAMES!**
- **8-PAGE TIPS PULL-OUT!**
- **25 NEW GAME REVIEWS!**

**DONKEY KONG
COUNTRY
STREET RACER
LION KING
SUPER
DROPZONE
GHOUL
PATROL
LEMMINGS 2 GB
MICKEY MANIA
AND MORE...**



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tattoos? I suggest
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ULTRA 64 • SUPER NES • GAME BOY • NES

BEAT THE



CEVG
"...a combination of Road Rash, Mario Kart and FIFA...This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"

94%

NMS
"A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"

92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"

91%



TRAFFIC!



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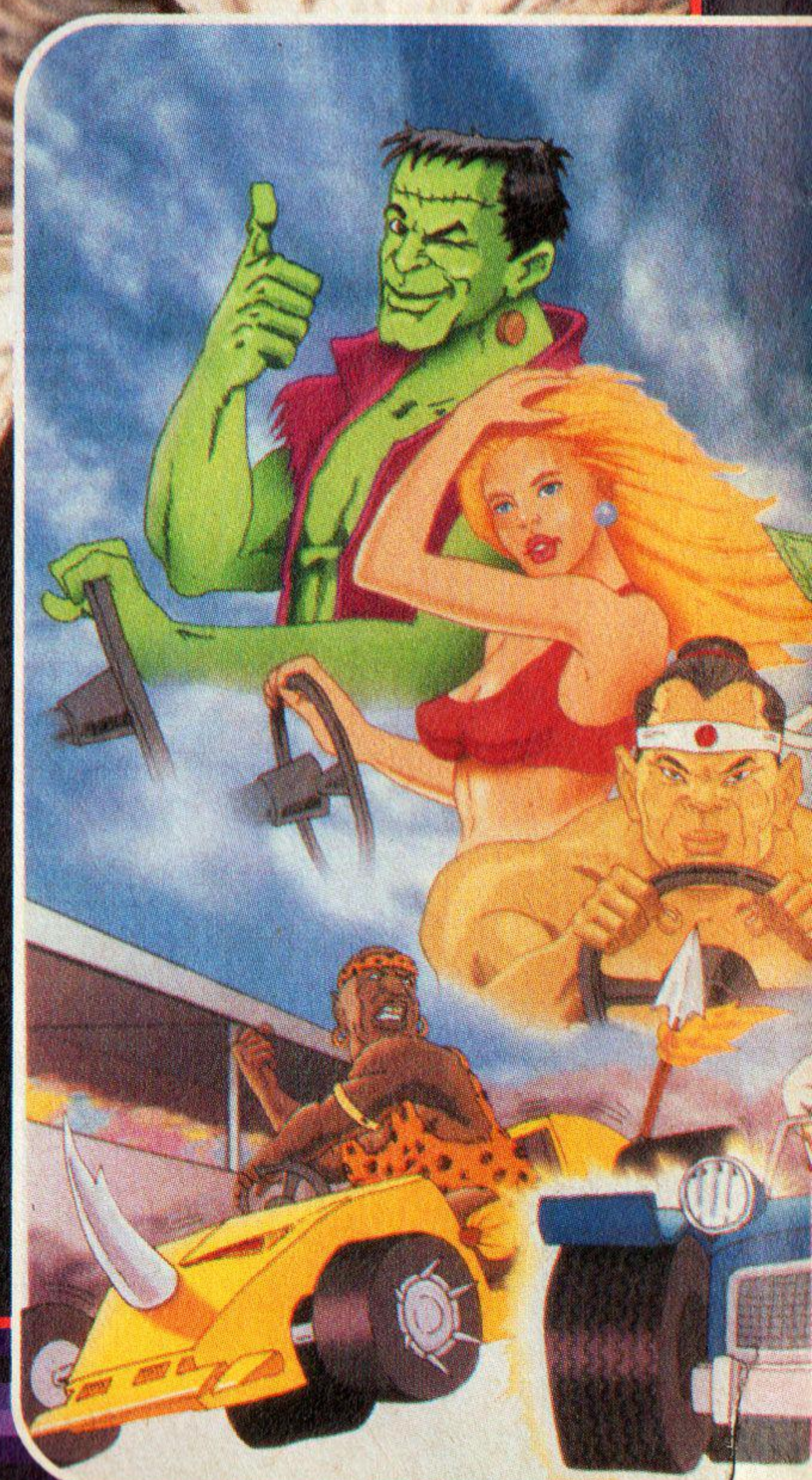
TOTAL!

EXCLUSIVE!



KILLER INSTINCT

Forget everything you know about videogames. The Ultra 64 is set to change all the rules and the arcade version of Nintendo's *Killer Instinct* is almost upon us. And in typical TOTAL! style we're bringing you everything you need to know about this shatteringly unique game along with details of *Cruis'n USA*, the Ultra 64's driving game that will make *Daytona* and *Ridge Racer* look just a little bit sad. Also, we have news of a brand new Ultra 64 project so if you know what's good for you, turn to **page 8** now.

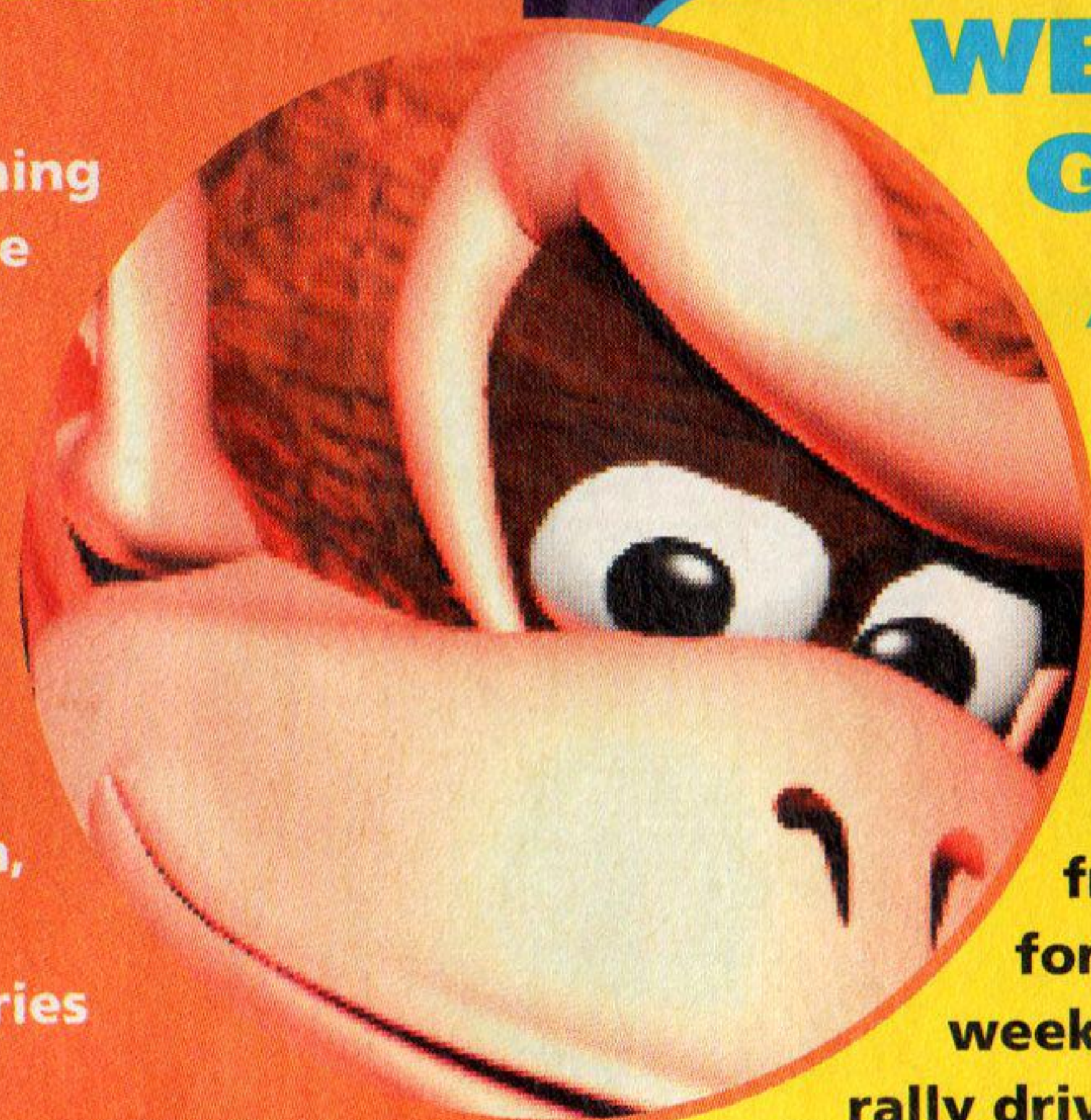


THE COMPLETE NINTENDO GUIDE

In honour of our third birthday (and the fact that Christmas is just around the corner) we decided it would be just dandy to provide you with the ultimate in Nintendo paraphernalia. What have we got? Well, there's the news (starting on **page 8**), our previews section incorporates a look at what you could be playing in 1995 (turn to **page 26** now), there's a massive reviews section featuring 26 great new games, and if you flick to **page 55** you'll find our 8-page pullout tips section featuring tips to 16 of the greatest Super NES, Game Boy and NES games of all time. Then of course there's all the regular stuff. Not bad!

DONKEY KONG COUNTRY

You can't believe everything you read (unless of course it's in TOTAL!) so it's probably a very good idea if you find out exactly what we think of this year's most anticipated SNES release. Is it just *Super Mario Land* all over again, or have Nintendo really pushed back the boundaries of SNES gaming? Find out on **page 36**.



STREET RACER

This stonking great rumble/soccer/drive-'em-up gets the full review treatment on **page 42**. Plus! We interview *Street Racer*'s creator, Mev Dinc.



Once again I probe every nook and cranny looking for evidence. Why not join me?

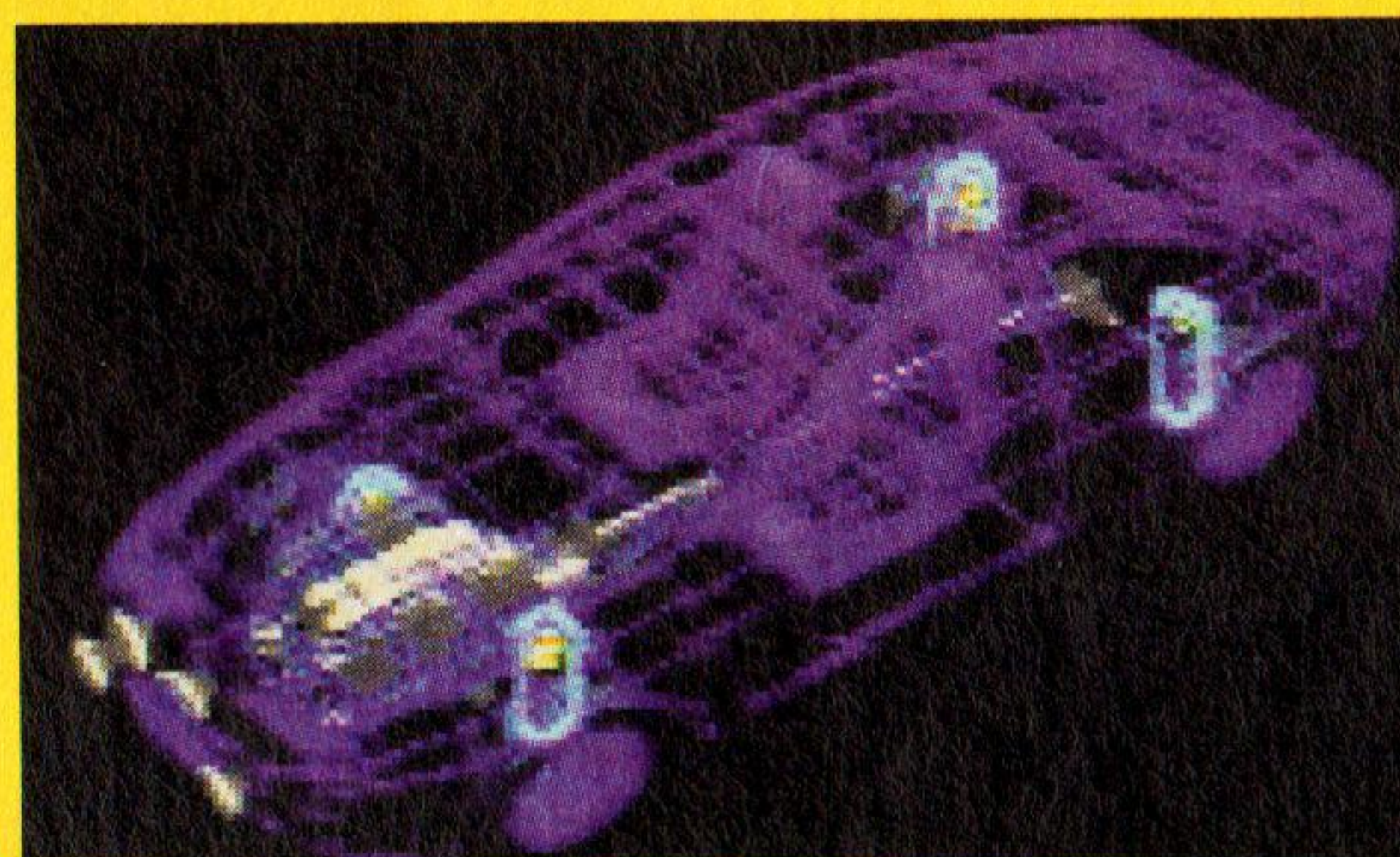


ATKO INVESTIGATES

Our resident Dick once more dons his somewhat undersized hat and this time sets off in search of the ultimate truth behind the giant corporation that is Nintendo. Where did they come from? What do they want? How did they become the world leaders in videogame technology? And how come Johnny the hot dog salesman knows so much? Find out on **page 16**.

WE'RE GIVING IT AWAY! (AGAIN)

That's right, last month's bumper giveaway wasn't just a one-off. This month we have another two pages of splendid freebies which are yours for the taking. In just a few weeks you could be taking a rally driving course, playing a whole bunch of fabulous new games or even, er, wearing a Ren & Stimpy baseball cap. All you need to do is provide the stamps. Turn to **page 112**.



TIPS GALORE!

Just got your Nintendo? Gonna get one for Christmas? Good. Then you'll be needing our 8-page pullout featuring tips for the 16 best Super NES, Game Boy and NES games of all time. The fun starts on **page 55**. And that's on top of our usual packed TOTAL! Tactix section which is over on **page 100**.

Regulars

News	8
Previews	26
Compos	112
Letters	96
TOTAL! Tactix	100
Back Issues	105
Reader Ads	106
TOTAL Recall	108
Subscriptions	100

Reviews

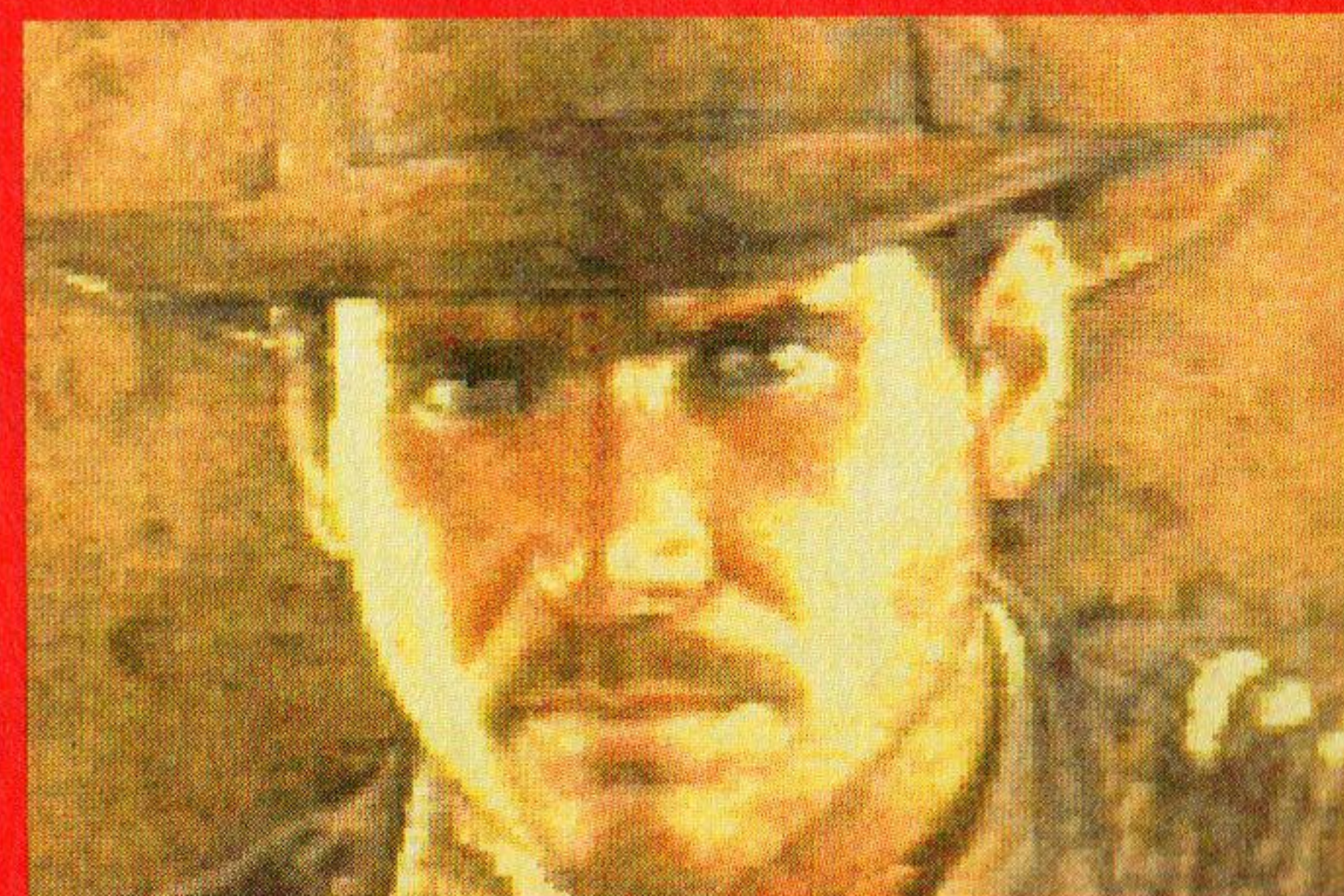
Feast your eyes on this lot!

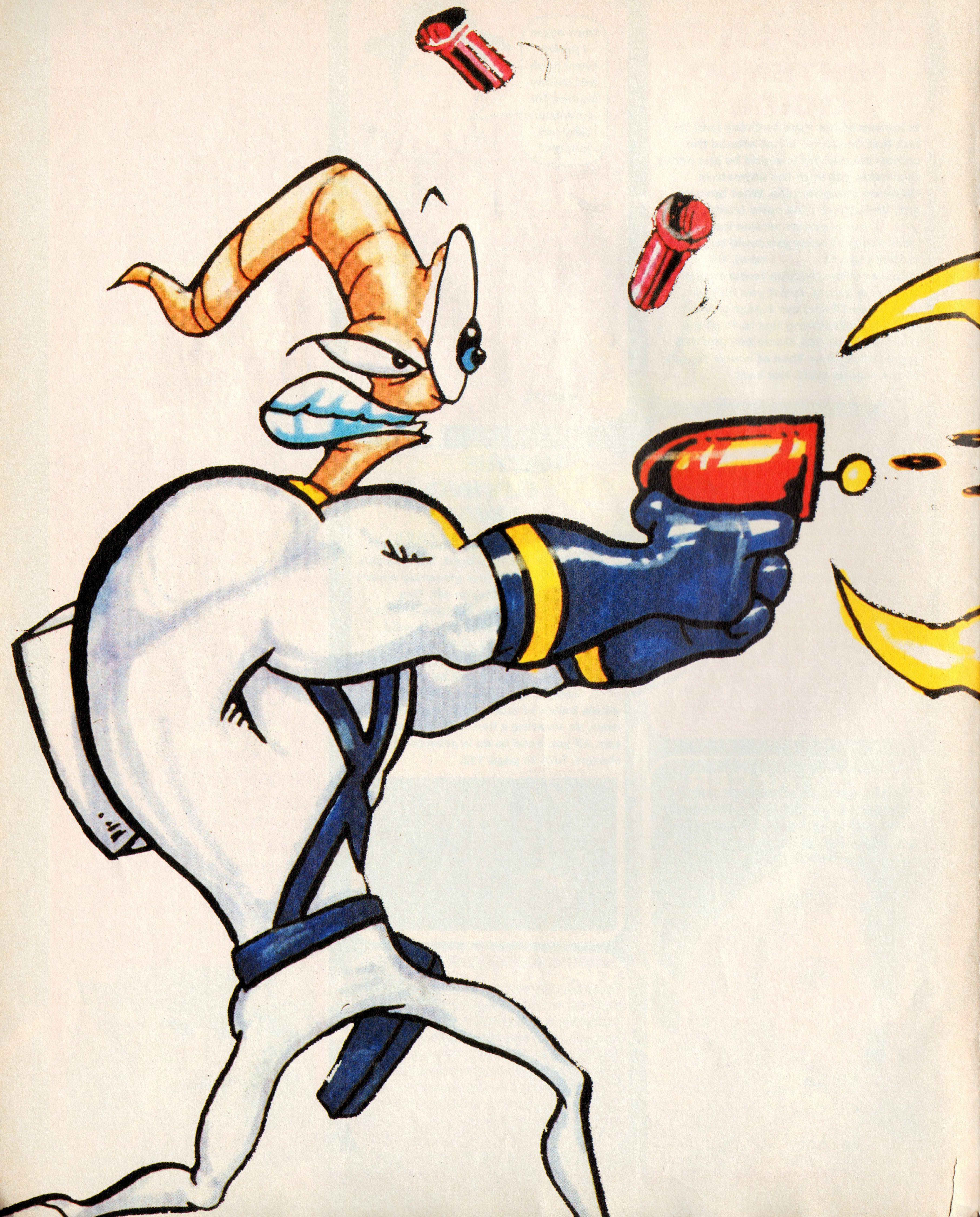
Super NES

Donkey Kong Country	36
Street Racer	42
Super Return Of The Jedi	44
Indiana Jones's Greatest Adventures	48
Mickey Mania	50
Super Drop Zone	52
Ghoul Patrol	64
The Lion King	66
Jurassic Park II	69
Power Rangers	71
Animaniacs	72
The Brainies	73
Super Morph	75
Pitfall II	76
Shaq Fu	77

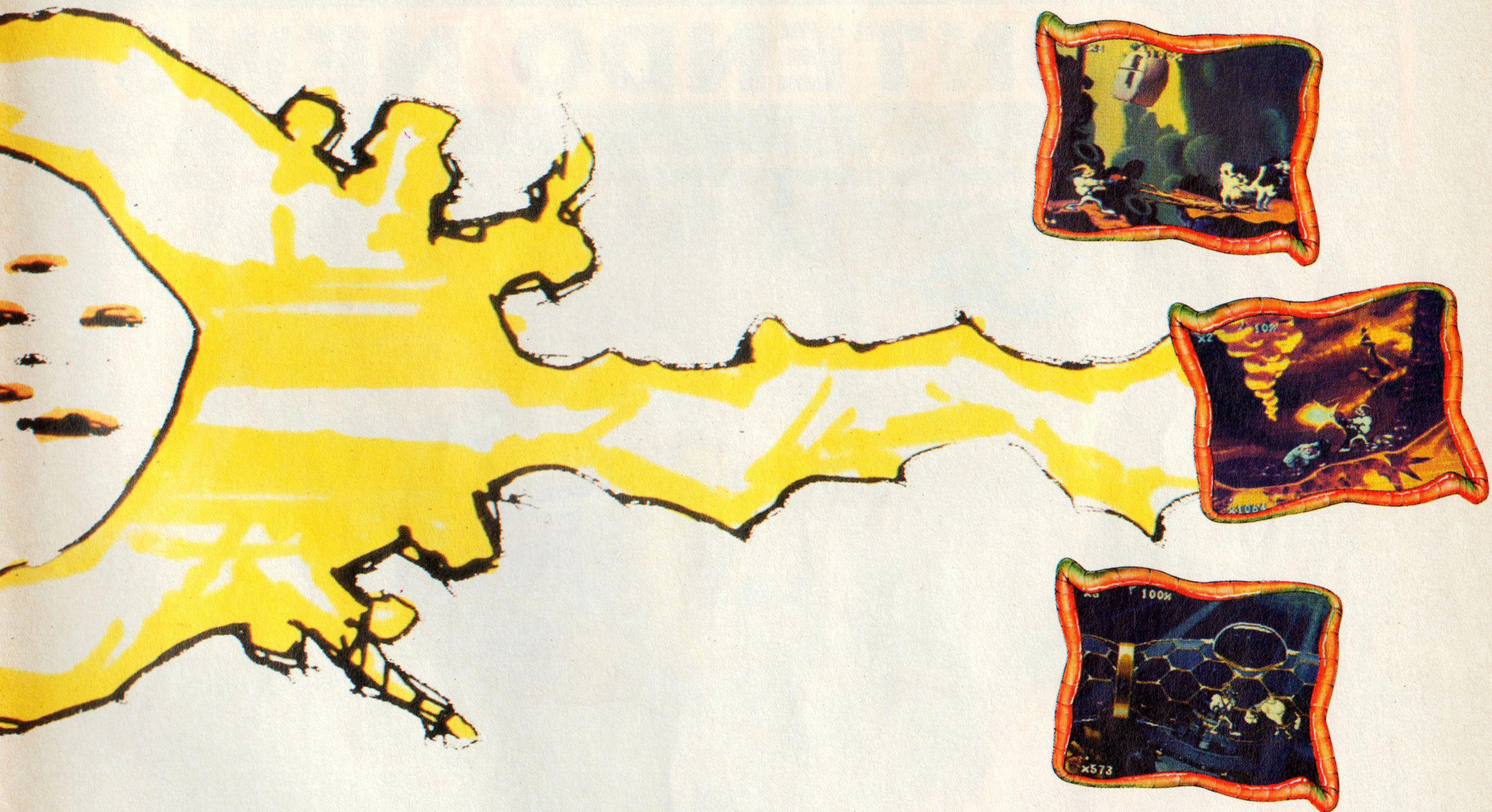
Game Boy

Madden '95	80
Desert Strike	82
Lemmings 2	84
Daffy Duck	87
Tazmania 2	88
Duck Tales 2	89
Jurassic Park II	91
Choplifter III	92
Tiny Toon Sports	94



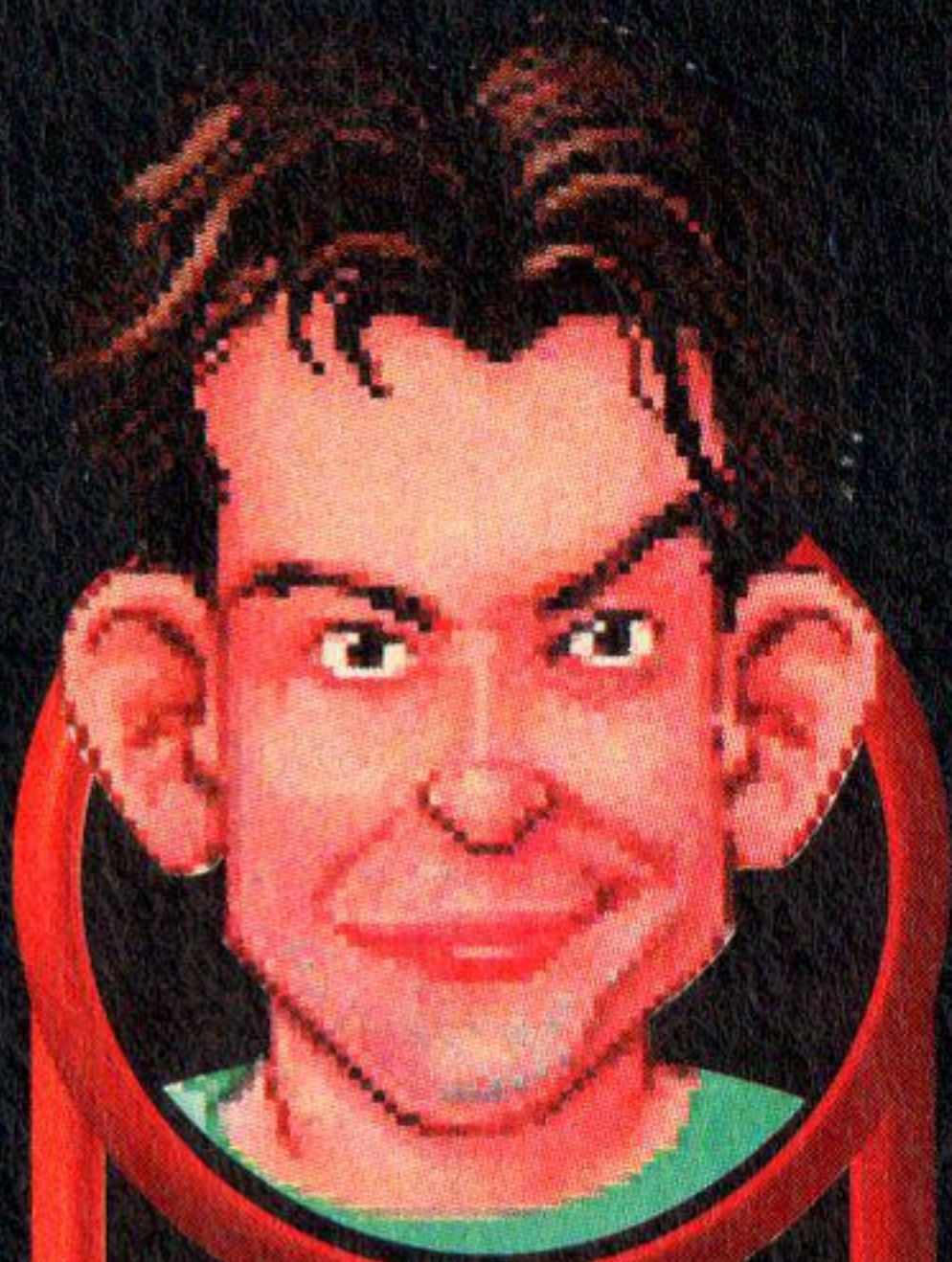


He's Out to
RESCUE His bird.



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NEWS FROM
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THE GLOBE!

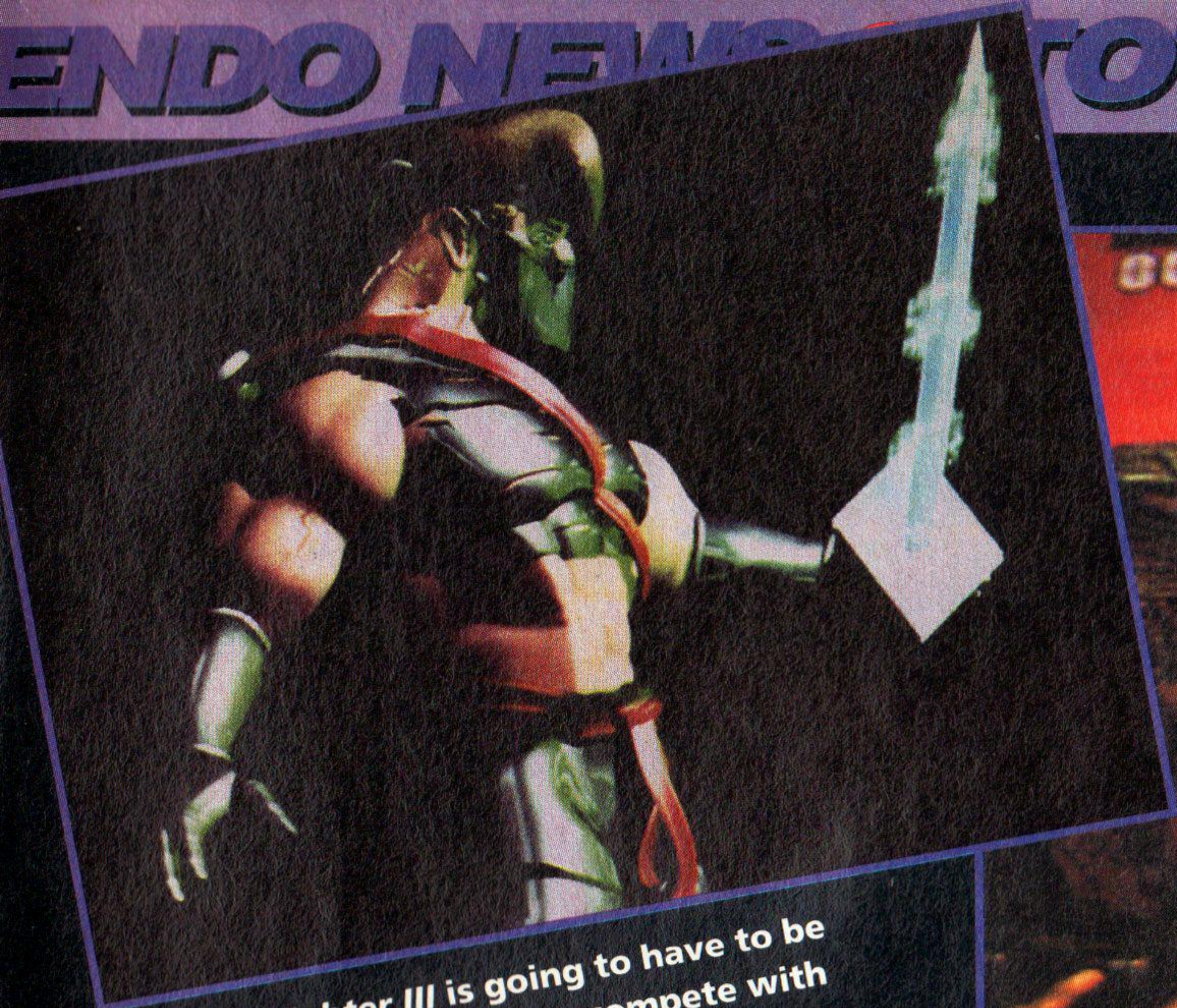
TOTAL!

NINTENDO NEWS

Bringing you the most up-to-date news from around the globe, here are the biggest, bestest, earliest shots of the Ultra 64's *Killer Instinct*. Phwoar!

KILLER IN





Street Fighter III is going to have to be pretty darned special to compete with these quality graphics. We can't wait!



Above: Spinal looks to be getting the upper hand with Fulgore. Who'd have thought it? Fulgore looks hard as nails. Kick 'im i the ribs! Take his skull off! Do him!

STINCT

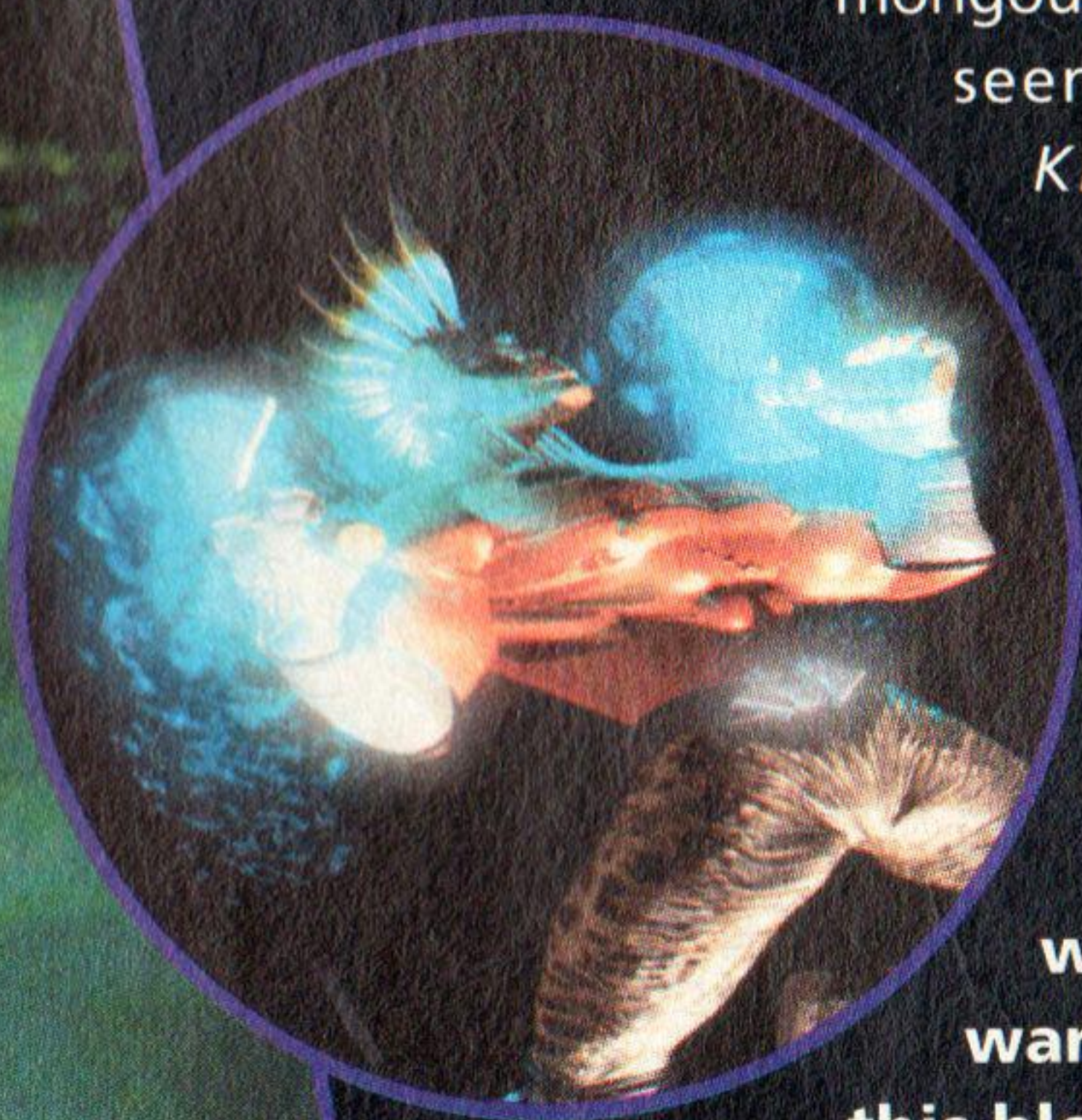
EXCLUSIVE FIRST LOOK

Following on from last month's exclusive first look at *Cruis'n USA* for the Ultra 64, we've managed to smuggle some more groovy shots of this top racer out of Nintendo HQ. With a choice of three perspectives, CD quality sound and real life footage, Sega must be weeping. Ha! As if that weren't enough, our thieving antics uncovered these scrap-mongous never before seen piccies of *Killer Instinct*, also for the Ultra 64.

Killer Instinct looks set to finally bury the mighty *Street Fighter* series when it's released by Rare at the end of next year. Okay, so it's basically a clone, but with 3D, fully rendered graphics, realistic perspective and more blood 'n' guts than can be found in your High Street butchers, it looks like

we're all gonna be grabbed by the scruff of our necks and hurled headlong into the next console generation, good-style!

We can reveal now reveal that *Killer Instinct* features 11 characters with over 50 ways to land those all-important combinations. According to



Left: Thunder looks rock hard! You wouldn't want to take this bloke home to meet your parents.

Right: TJ Combo appears to be giving Jago a bit of a kicking. A boxer beating a Ninja? That 's a bit odd.

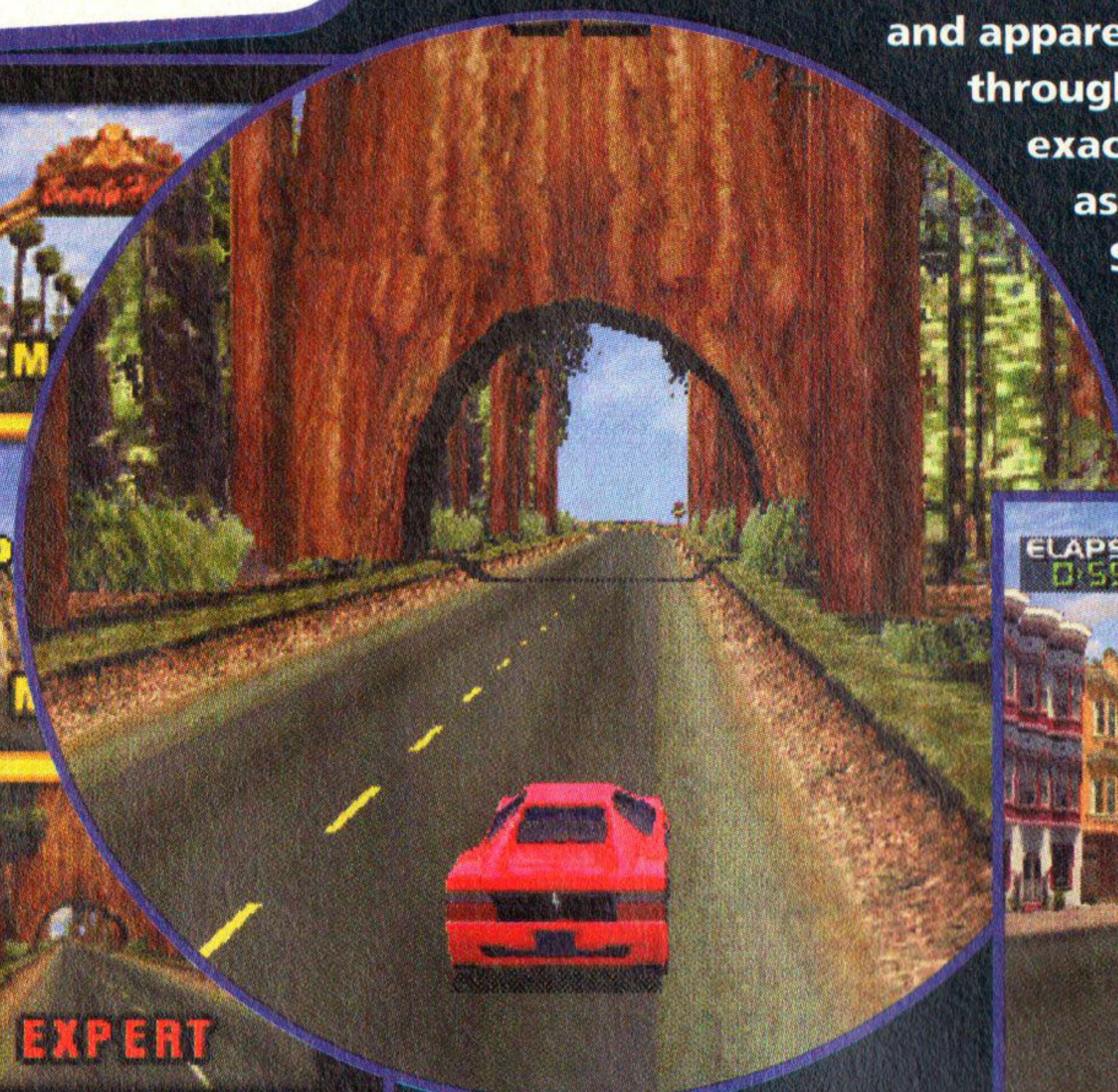


Left: Is Glacius really morphing into the Statue Of Liberty? It looks a bit painful.

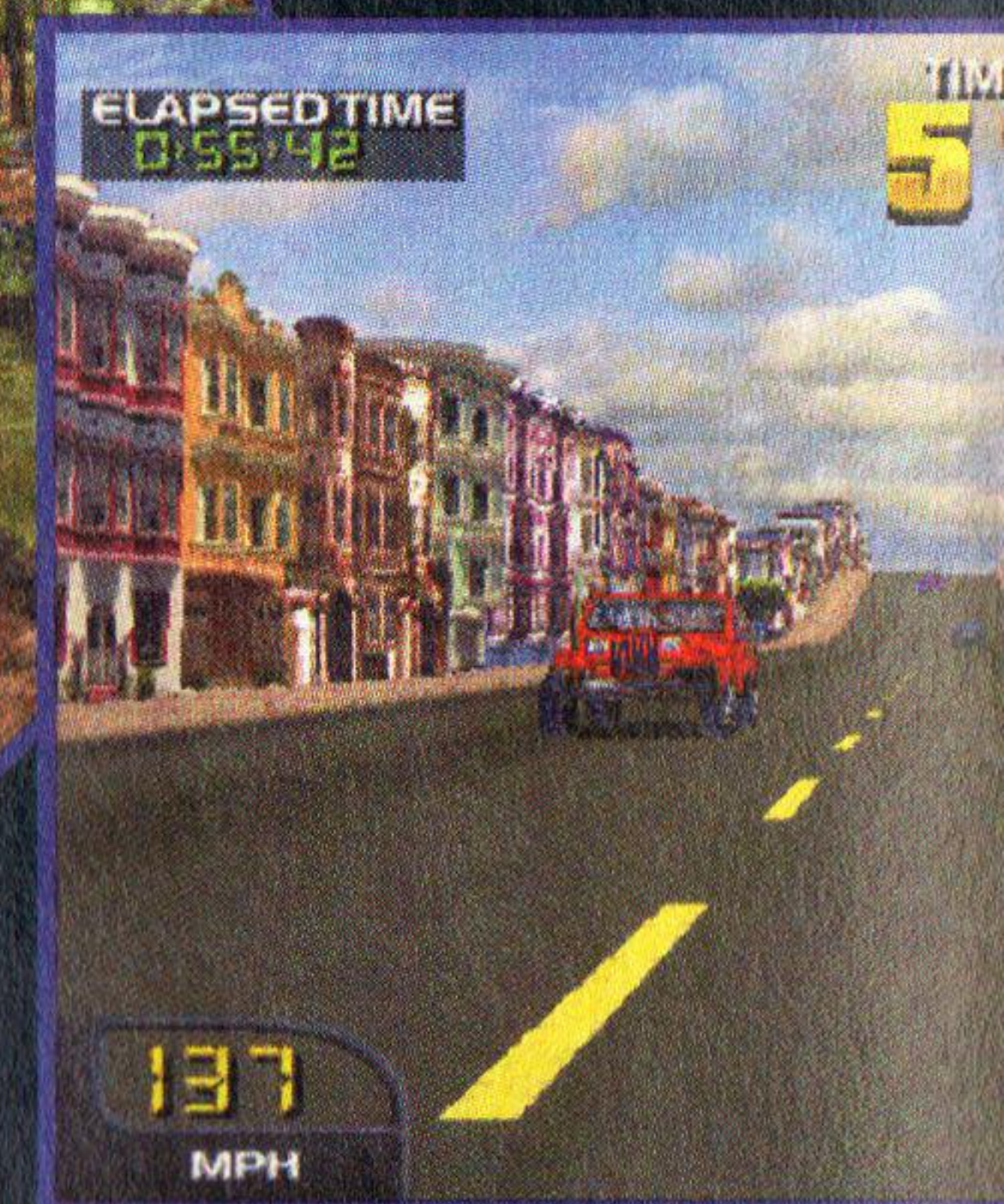
NINTENDO NEWS



CHOOSE RACE



Atko went to Bali last year and apparently drove through a tree exactly the same as this one. Strange but true!



Left: Look at all these options! Remember, this game could be yours next year.

The first-person perspective really adds to the realism.

our source it uses three times more frames of animation than either *Super Street Fighter II* or *Mortal Kombat II* and plays as good as it looks. Not bad!

Here's a rundown of the ten characters we know about so far: Spinal is a skeleton figure complete with shield, sword and red bandana. In one of his special moves he becomes a black-and-white version of his victim. Fulgore is a futuristic knight in shining armour, he's clumsy but difficult to hurt. Meltdown is a red

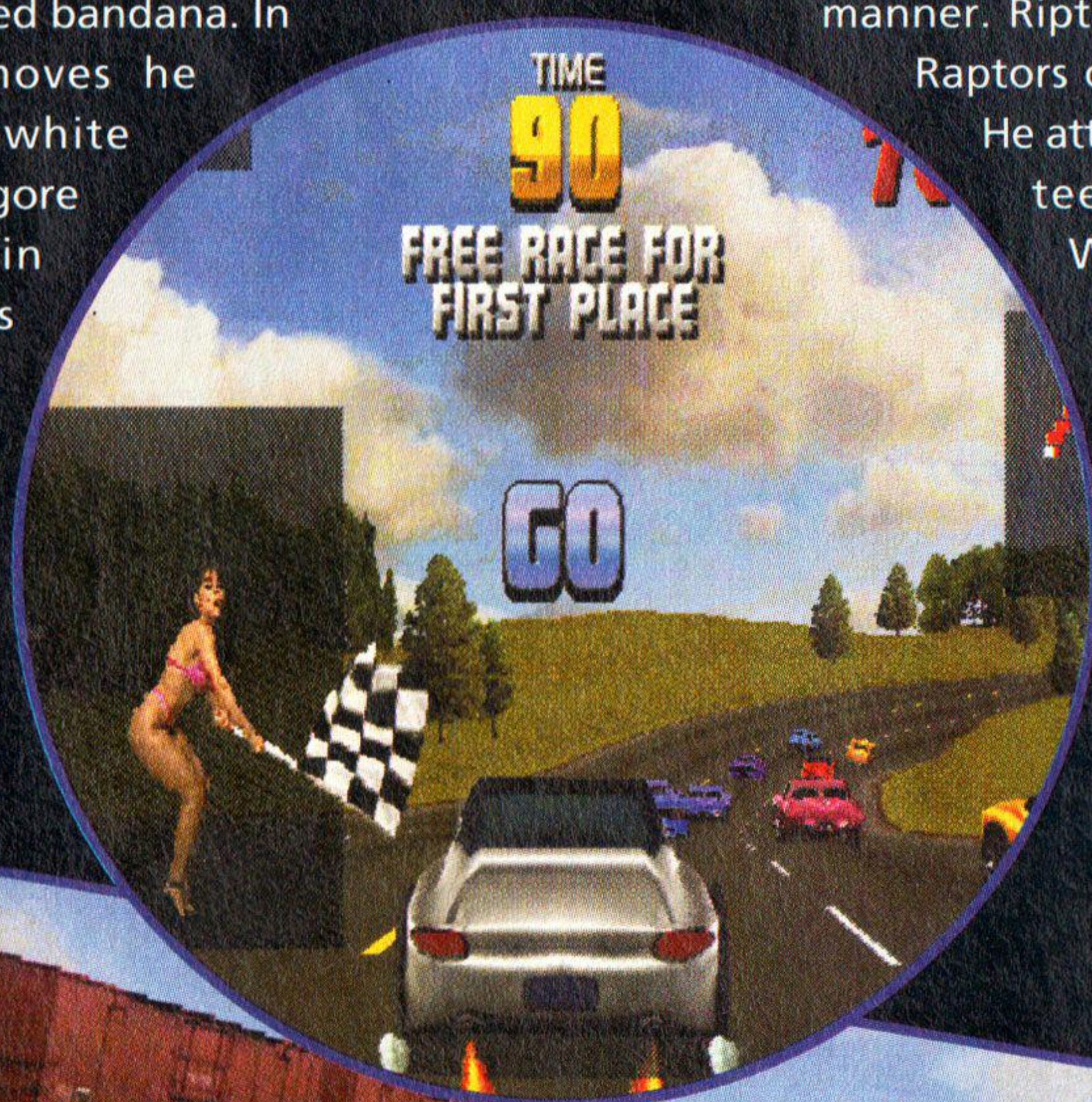
flaming blur, he can morph into fire and become transparent. Thunder is the chap on our front cover this month. He attacks using his flaming feathered headdress. TJ Combo is the all-American hero and resembles Mike Tyson in both appearance and manner. Riptor evolved from the evil

Raptors of the Jurassic era.

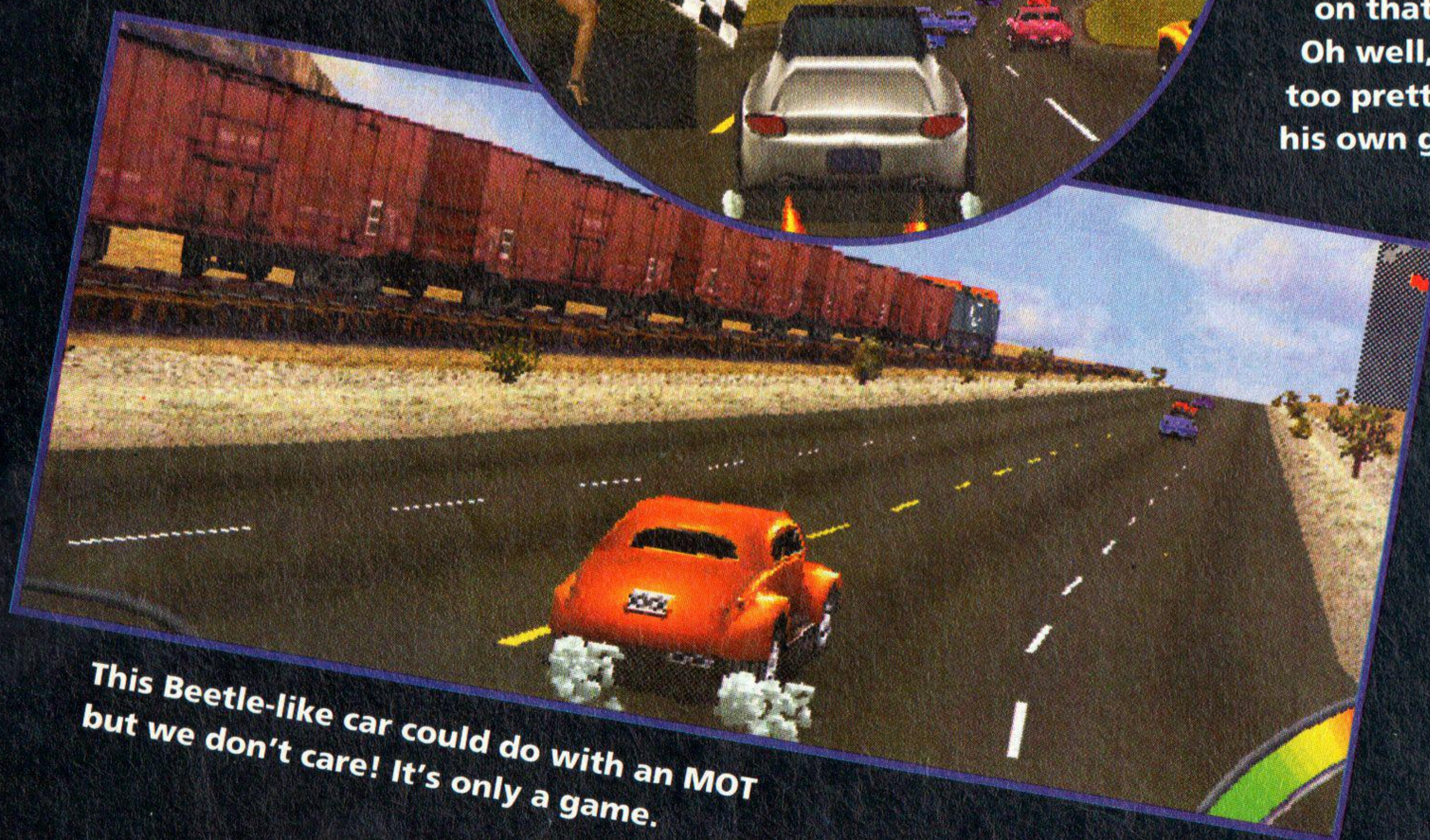
He attacks using his nails, teeth and tail. Werewolf attacks with his razor sharp claws and is never in a good

mood. Jago is a master of martial arts and boasts six deadly special moves. B. Orchid is a lovely lady with the strength of ten men – she carries a glowing sword in each hand. And finally, Glacius is made of liquid metal and is very similar to the T1000 in Terminator 2. Well, they certainly seem a tough

Right: Fast cars and top lasses. What else is there?



Right: I do hope Keanu Reeves wasn't on that bus. Oh well, he's too pretty for his own good.



This Beetle-like car could do with an MOT but we don't care! It's only a game.





bunch – you'll be able to try them out for yourself When a version of the machines appear in arcades around Britain sometime around the beginning of next year!

The Ultra 64 has already proved its potential as the leader of the next generation pack and with

software of this quality in the pipeline, Nintendo must be confident of certain world domination (*Blimey, that's a bit strong! Josse*). Forget logical progression and prepare for a massive leap forward.

Rumour has it that the player has a choice between five different perspectives. This side-on view would make things very tricky.



Some of these backgrounds are taken from actual film footage of American landscapes.

NINTENDO NEWS

RAGE HARD

The top new beat-'em-up *Primal Rage* should be in an arcade near you even as you read this page. Never heard of it? Then read on...

Due for SNES release next year, *Primal Rage* is a head-to-head beat-'em-up with the added bonus of realistic stop-motion animation. Not bad! Taking control of one of the dinosaur-like creatures you



must battle to rule the new *Urth*. Players choose from seven different giant fantasy creatures, including a T. Rex, a giant ape and a Cobrasaur (*Whatever that is!* Josse).

Just take a look at these screen shots – SNES graphics seem to be moving more towards *Donkey Kong Country*-type rendering by the minute, and we reckon that *Primal Rage* may just surpass even that mighty triumph. Hoorah! The stop-motion process has never before been attempted on this scale for a video game and the result gives the impression that the characters are living as they always change from one instant to the next. It's a painstaking process involving precise model movements and a team of over 30 animators. Let's hope it's all worth it. We'll have an exclusive preview of *Primal Rage* in the very near future.

BOOST FOR ULTRA 64

Nintendo have recently signed an exclusive agreement with Californian 3D graphics giant MultiGen. MultiGen's technology will make it possible for game developers to design games in which players have real-time 3D interaction with the game while it's being played.

This follows news earlier in the year that Nintendo were joining forces with Canadian



based Alias Research to develop customized graphics software tools for the 64bit system.

Nintendo chairman Howard Lincoln said, "It's been our intent from the start to assemble the best companies in the world to supply development tools for Nintendo Ultra 64 game developers." All this, and Nintendo's initial alliance with Silicon Graphics can only be good news for us all.

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

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Super Street Fighter II

Here's some good news for all you *Street Fighter* fans who've been salivating like Pavlovian dogs over all the *Super Street Fighter II* hype that's been bandied around lately. Despite Nintendo's earlier announcement that the game was *not* to get a UK release, the word is that it *is* to be officially released in limited quantities over Christmas and should get a proper release soon after. So, get your orders in now if you want to be kicking butt on Christmas day.

At last! Now *Mortal Kombat II* has some real competition.

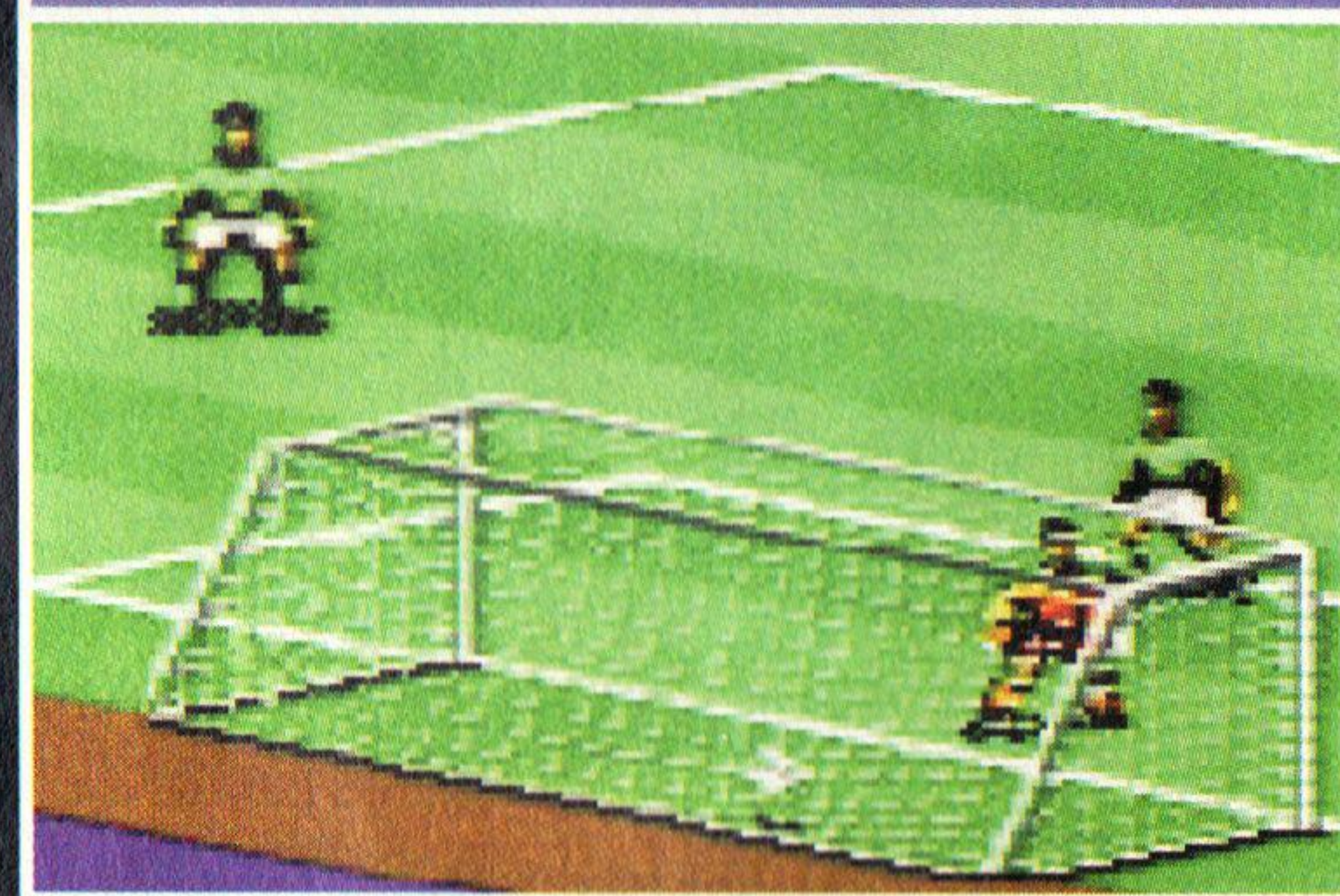
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FIFA Soccer

Just when we thought we could bring you an exclusive review of this long-awaited Game Boy footy sim they go and put the bloody release date back! Oh well, we'll all just have to wait a couple of months longer won't we?! It's now due for release at the end of January. We'll try and snatch an exclusive preview of Game Boy *FIFA* next month.

Not long to wait now for quality footy action on the handheld. Hurry!



Ultra Doom

Williams, those too-clever-for-their-own-bloody-good software geezers have just announced the development of a new *Doom* game exclusively for the Ultra 64.

For those of you unfamiliar with the original 3D battler, here's a plot rundown: Colonists on Mars have accidentally opened a porthole to Hell which has unleashed all manner of hideous demons. You are the sole survivor and armed with weapons ranging from a rocket launcher to a chainsaw must slaughter both the demons and the remaining possessed soldiers. And what fun it sound too.

Bryon Cook, president of Williams Entertainment told TOTAL! "We are excited to bring this incredibly popular computer game to the Nintendo Ultra 64. The new *Doom* will contain many unique features including new game play levels, additional characters and enhanced graphics".

You can be sure that TOTAL! will be first to bring you shots of the new *Doom* as soon as they become available.



Here comes the freaky family video sensation

Addams Family Values



← OUT NOW TO BUY
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ON VIDEO



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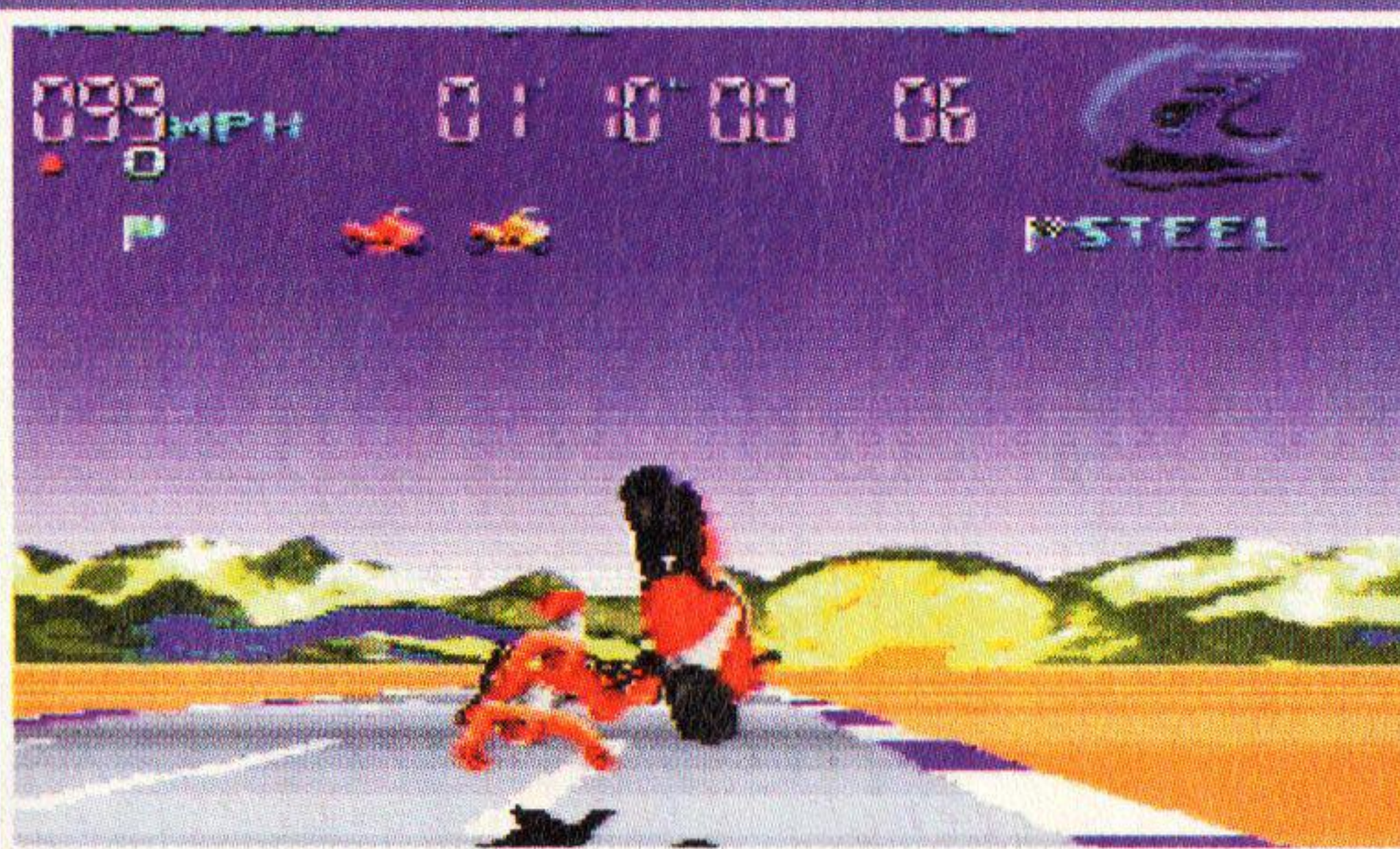
TOTAL! S.P.E.C.U.L.A.T.I.O.N.

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Full Throttle

It looks as though you're going to have to wait a while for *Full Throttle Racing* as featured in October's news. For some reason Gametech have

put back the release of this jetski/motorbike race-fest until some time early next year. We'll update you as further developments occur.

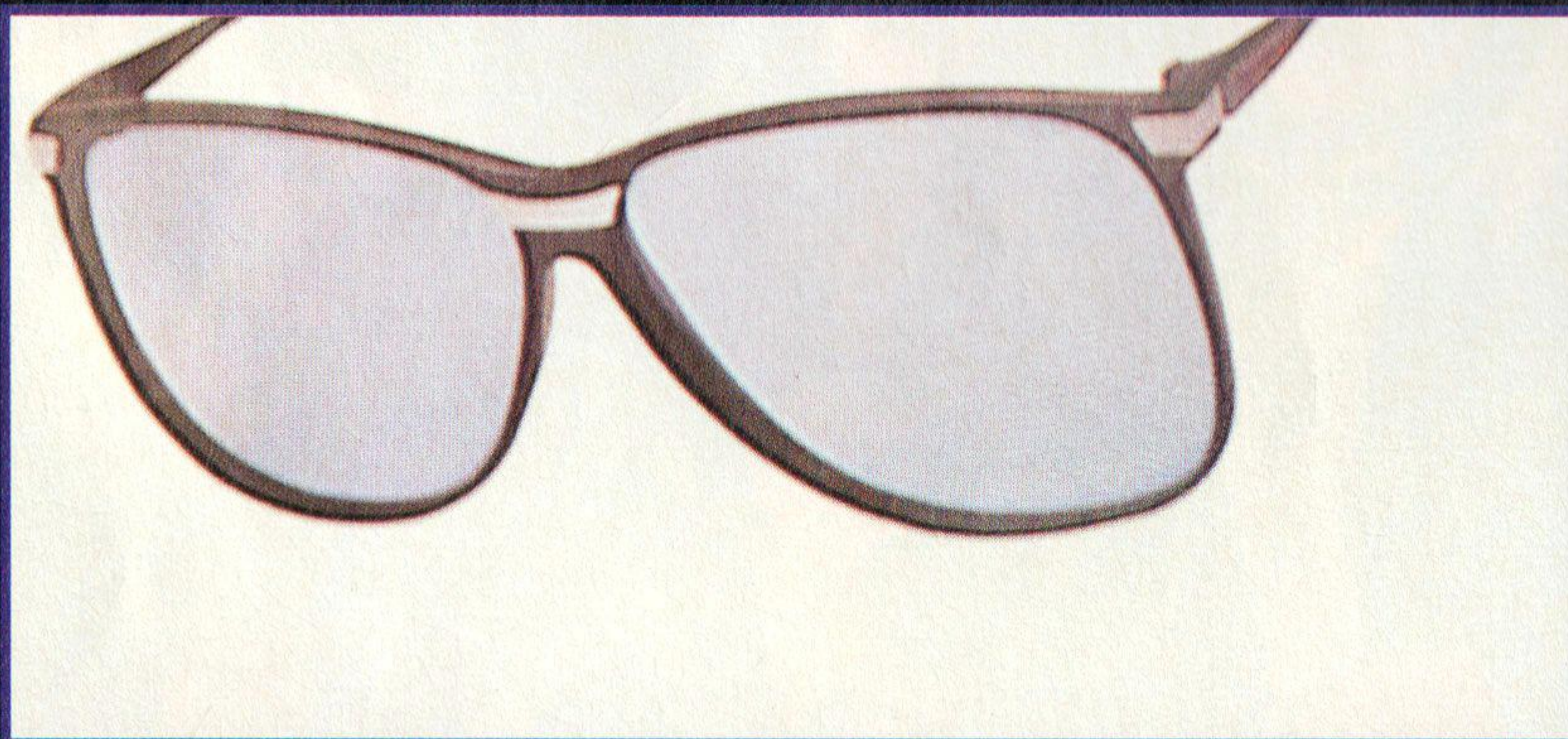


The Joy Of Specs

Stop the invisible killer! No we're not talking about that Meltdown geezer from *Killer Instinct*, the danger in question is ultra-violet radiation from out of your telly.

Well fear not, Gepro Co have developed *Computer Optics* to combat this danger. With 23% blue tint reflective lenses and lightweight construction these lovely specs completely block out harmful rays. One size fits all but that's not all - wear them regularly and you'll never get a girlfriend! I have little doubt that *Computer Optics* will be at the top of everyone's Christmas list this year.

Phone (0689) 851206 for more information.



HOTLINE GIVEAWAY

The Nintendo Hotline are expecting their millionth call this month and to celebrate they're giving away loads of goodies to that lucky caller. The spawny git in question will be walk away with their height in games as well as a limited edition T-shirt. Not bad!

So, get calling with all your gaming problems on 0703 652222 now, and good luck!

CHARTS

Who's A-Number One, Top-Of-The-Hill, Big-Cheese, King of SNES games this month? It's the brilliant *Stunt Race FX*!



SNES

- 1 **NE** Stunt Race FX
- 2 **NE** Mortal Kombat II
- 3 **NE** Jurassic Park
- 4 **4** Super Mario World
- 5 **2** Starwing
- 6 **3** Mortal Kombat
- 7 **1** FIFA Soccer
- 8 **NE** Super Strike Gunner
- 9 **NE** Tazmania
- 10 **NE** World Cup Striker

NES

- 1 **NE** Ultimate Air Combat
- 2 **NE** Swordmaster
- 3 **NE** Galaxy 5000
- 4 **NE** Battletoads / Double Dragon
- 5 **NE** Tetris 2
- 6 **NE** Pacman
- 7 **NE** Alfred Chicken
- 8 **NE** Solstice
- 9 **NE** Super Mario Bros 3
- 10 **NE** Spiderman

GB

- 1 **NE** Road Rash
- 2 **NE** Jurassic Park
- 3 **2** Super Mario Land 3
- 4 **1** Tetris 2
- 5 **NE** Konami Golf
- 6 **4** Donkey Kong
- 7 **NE** Zelda - Link's Awakening
- 8 **NE** Nigel Mansell
- 9 **NE** Mortal Kombat II
- 10 **NE** F1 Race + Adapter

TOTAL! S.P.E.C.U.L.A.T.I.O.N.

Superbly Produced Egg Cups Universally Liked And Treasured In Overseas Nurseries

Supple-wristed Fantasies

The good news for supple-wristed silver ball loving SNES-owners the world over. It's the best thing to happen since Bally brought pinballs tables to the arcades! Gametech's *Pinball Fantasies* will be coming your way soon!

Let's hope it's better than previous efforts!



GET TO GRIPS WITH

POWER DRIVE

"A refreshing new approach to the genre...
a great real driving game... we like it!"

NMS

"It's fast, furious and most
of all, fun!"

SEGA PRO

"U.S. Gold looks to get into
top gear with Power Drive"

MEAN MACHINE

"A unique blend of speed and strategy
make this a rally game to beat all others.
Definitely no stick-in-the-mud!"

PC ZONE



IBM PC

CD-ROM

AMIGA

S.NES

MEGA DRIVE

GAME GEAR

YOU'LL KNOW WHEN IT'S TIME...

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ATKO

INVESTIGATION

I was sitting in my office juggling fruit and hoping that a case would come my way soon. I liked being a Private Eye and even though I got my face rearranged once in a while it was worth it for the dames and big pay-check at the end of each case. There was a knock at the door, I recognised it immediately. Only Thicky Dyer would knock three verses of 'Old McDonald' before entering the room.

You again, Thicky! I didn't expect to see you after last month's disaster. What can I do for you this time?"

"I've got an easy case for you, Atko."

"Tell me more."

Thicky wanted to know all about Nintendo. How did they become one of the most successful enterprises in the history of Japan – indeed the world? Why was their operation so hush hush? What was it that they were hiding? And could they remember where they'd hidden it?

There had to be a catch. "I don't get it, surely books have been written on the subject. Why don't you just hit the library and start acting like a journalist?"

"They just scratch the surface. TOTAL! readers want all the facts, a complete history. Look, do you want this case or what?"

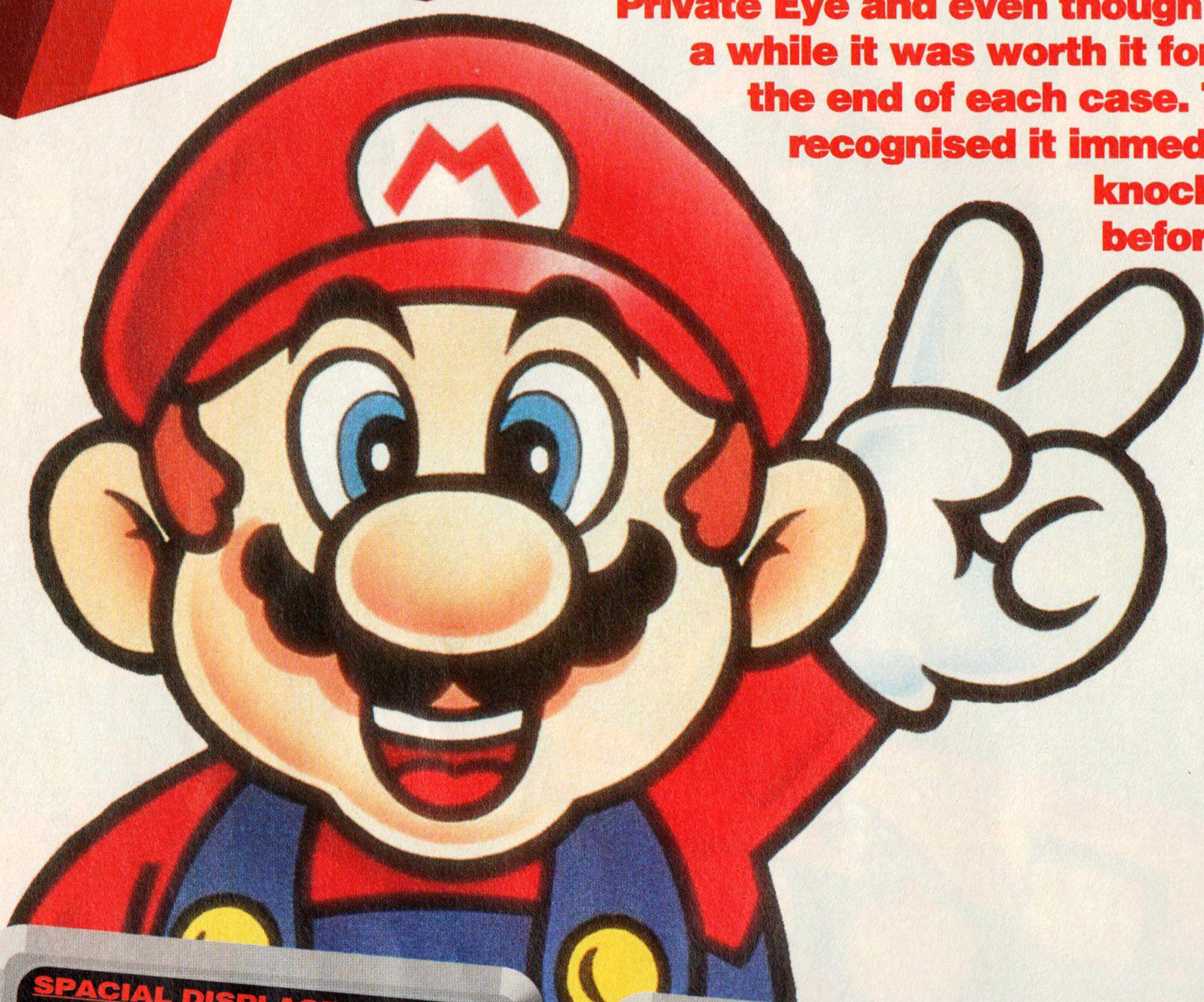
"It'll cost you a hundred bucks a day plus expenses."

"Yeah, yeah, we'll talk cash when you get results."

I knew he was stalling me but I was desperate for the work so I gave him my toothiest grin, but didn't kiss him. It bothered him and I was glad.

"Don't worry Thicky, this'll be a breeze" I said as we rode down the elevator together.

Outside it was getting dark. I decided to look up an

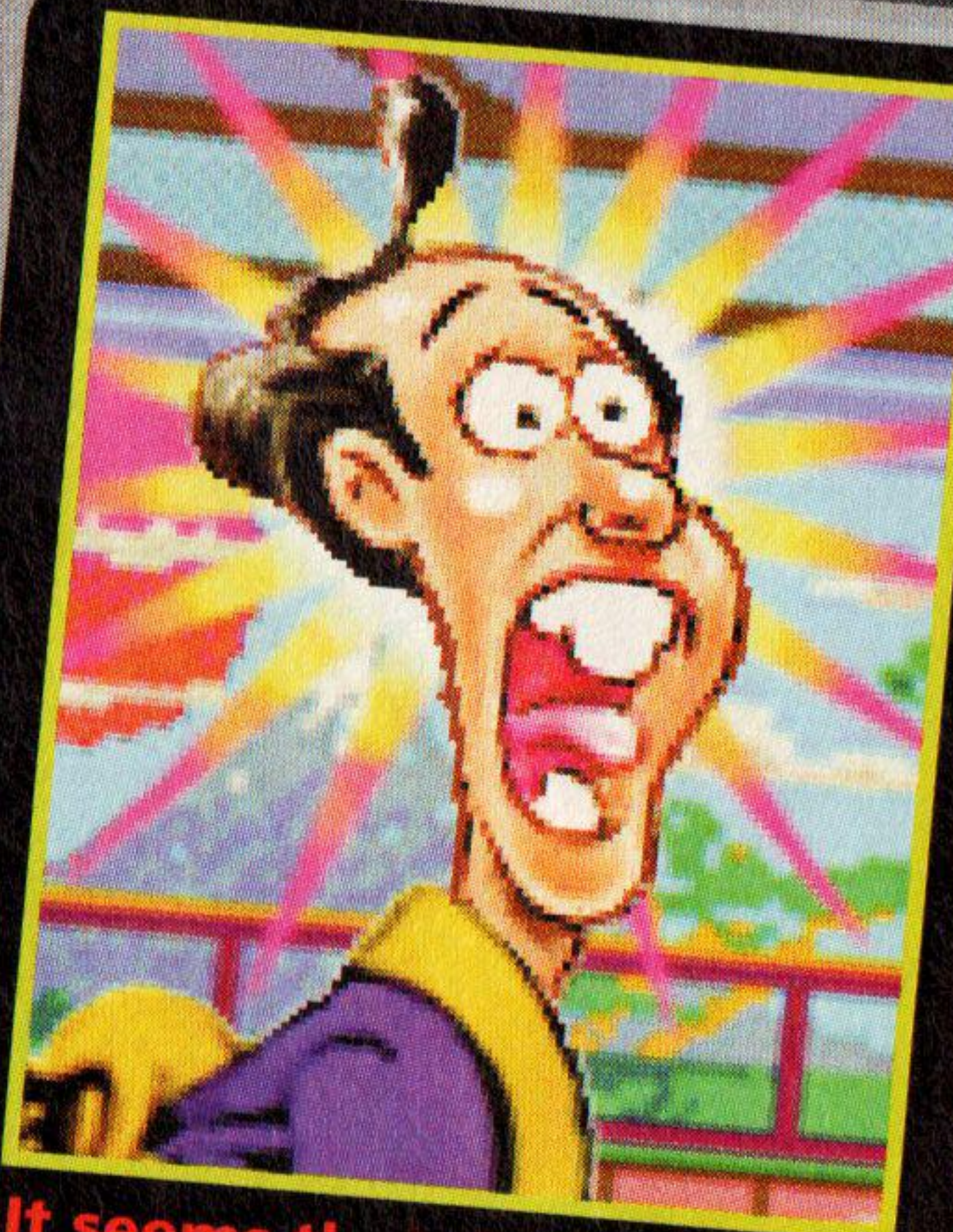


SPACIAL DISPLACEMENT

KYOTO, JAPAN

TEMPORAL DISPLACEMENT

1889 TEA-TIME



It seems that the founder of Nintendo was a dead ringer for Ken Dodd. He was also a bit of a diddy man. Tattifilarious!

NINTENDO DIARY

Nintendo hasn't always been the world's leading manufacturer of video game hardware and software. It was founded by a good humoured and skilful craftsman called Fusajiro Yamauchi in 1889 (the same year that the telephone was invented). He made beautiful, ornate playing cards for the Japanese game Hanafuda. Yamauchi founded Nintendo to produce and sell the handmade cards throughout the region and they became the most popular cards in the country. The name Nintendo has several meanings. It can be translated as 'Leave luck to heaven' or 'Deep in the m... we have to do whatever we have to do'. The most common interpretation is 'We... hard, but in the end it is in heaven's hands'.

**I AM MAD FOR INFORMATION.
I'M GOING BACK, BACK, BACK!!!
(Now which one's the accelerator?)**

GATES

old friend who worked for Nintendo UK. Jane lived across town. I hadn't seen her since the case of the quick dry varnish. My cab pulled up outside her apartment. She buzzed me in.

"What brings you here? Have you found a varnish that needs only one coat yet dries within the hour? "I'm afraid not. I just need to know the name and number of Nintendo's King Cheese, A-Number One, King Of The Hill, Top Of The Heap, Main Man."

"Who Hiroshi Yamauchi?" she laughed. "You've got no chance, Atko. Nobody talks to Yamauchi." I didn't like her tone.

"Don't play dumb with me, Sugar. Come clean, make it easy on yourself."

"Listen, he's a pretty tough customer, he won't speak to anyone. You'd have thought that with all that success he'd be as soft as a bun but he isn't. He's very protective of his business."

So, it was the old protection racket. I could see this case wasn't going to be as easy as I'd first thought. Jane had provided me with a few answers but I was going to need more. I decided to pay another visit to Johnny the shoe-shine boy.

I moseyed on over to the alley where Johnny hung out. The old shoe-shine box was vacant but there was a sign up that read 'Johnny's Hot Dogs, treat yourself to a juicy pink one at the corner of Main Street'. I had a hunch I'd find him selling hot dogs on Main Street.

My hunch was bang on the money. Johnny had his own stand, a pink apron and no customers.

"I see you've found yourself a new line of work then, Johnny?"

"Yeah, diversification is the key to business success."

"Speaking of business, what do you know about the history of Nintendo?"

Nintendo®

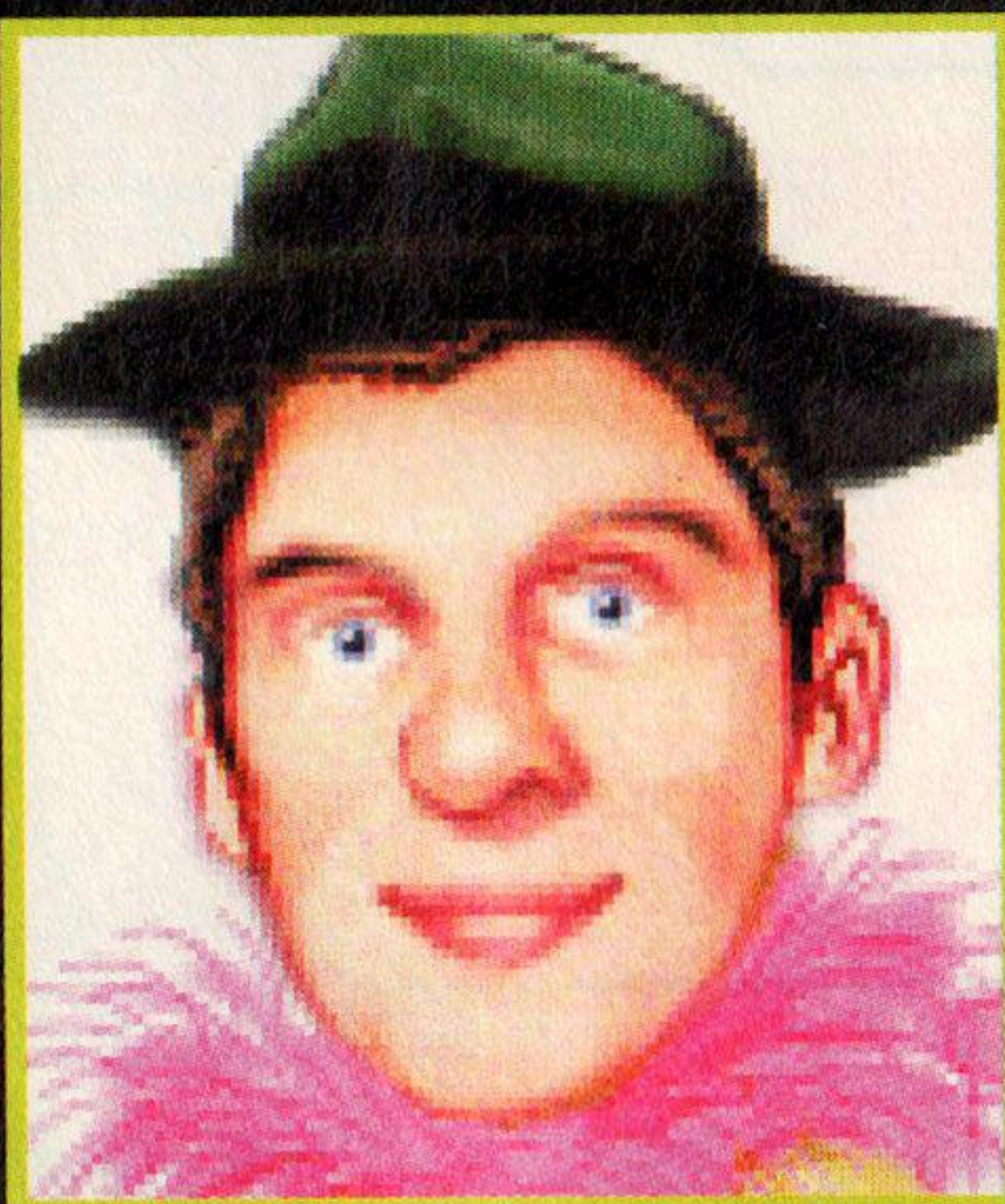
THE CASE OF THE VIDEO GAME GIANTS

SPECIAL DISPLACEMENT

KYOTO, JAPAN

TEMPORAL DISPLACEMENT

1959



NAME: Sean 'Atko' Atkins

OCCUPATION: Investigator for TOTAL!

ASSIGNMENT: Travel through time to research the history of Nintendo!

NINTENDO DIARY

Nintendo modernised their operation considerably between 1889 and 1959. The new president was Hiroshi Yamauchi, a young man who was not welcomed by the old guard. Hiroshi fired all the managers and began competing with modern, fashionable, plastic-coated cards being imported from America.

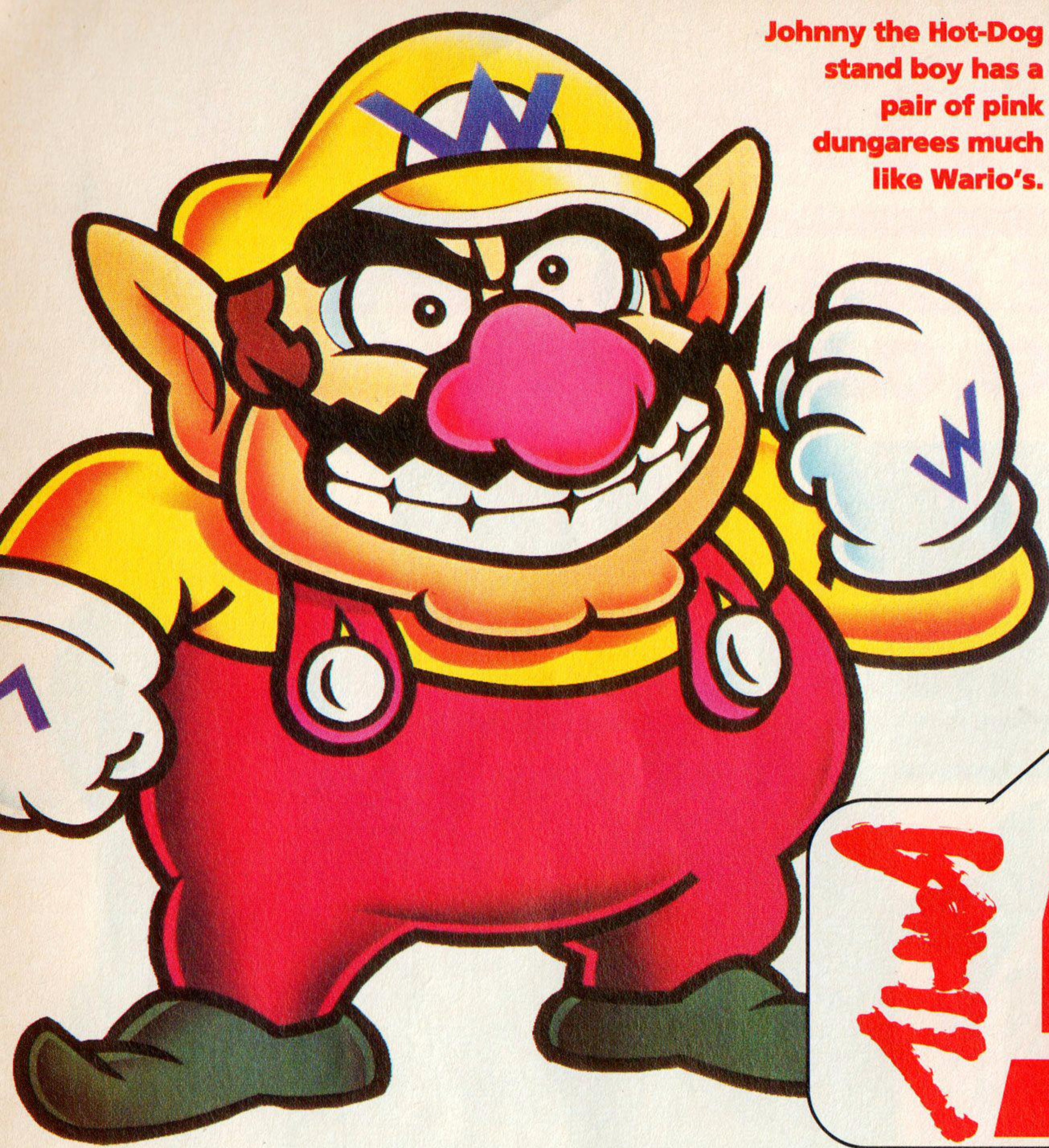
In 1959 Nintendo made its first licensing deal with Walt Disney – paving the way for all manner of gorgeous products over the years to come. Nintendo's cards were now backed with pictures of Mickey Mouse and other Disney Characters.

The cards were advertised on television and sold a record 600,000 packs that year. Not, as we say, bad!

I'm really not interested in your droopy pink sausage or your fluffy brown buns Johnny. Honestly!

They're pink, they're glistening, they're drippy, they're vile! They're Johnny's world-famous Hot Dogs! Yummy!

TREAT YOURSELF TO A JUICY PINK ONE!



Johnny the Hot-Dog stand boy has a pair of pink dungarees much like Wario's.



"Can't say that I know anything, Atko."
 "Here's twenty that says you know plenty."
 He handed me a list of names, dates and places.
 "What's the use in this, Johnny?"
 "I'm having trouble remembering."
 I'd had enough of the small talk. I waved a wad of

greenbacks under his nose. "That should sharpen your memory – let's face it, it needs it!"
 "That list contains details of key figures and events that have had a major influence in the shaping of Nintendo. As you know, the only way to get real facts is to witness events as and when they happen. In a perfect world detectives would have time machines. Today my friend, we are in a perfect

world. That's my shiny, red Lotus over there and yes, you've guessed it, it's a time machine."

"A time machine? Shouldn't it be a DeLorean and have those weird-looking doors that open upwards?"

"You've been watching too many films, Atko. Besides, I used to have one of those but when I parked it in my garage I couldn't get out of the bloody thing."

It was a crazy story but Johnny had never lied to me before. He kept the cash and I examined the Lotus. His story checked out – it was, indeed, a time machine. I punched in the first date and location on the list and disappeared in a puff of smoke.

My first stop was Kyoto Japan, 1889. The list said I had to locate a young artist and craftsman by the name of Fusajiro Yamauchi. I arrived at Higashi-ogi Street and parked the time machine in a nearby paddy-field. Yamauchi's place was a palace. I entered through the immense gates and walked up the overgrown path, past a stone shrine to the large bamboo house. I knocked vigorously on the door and punched a hole right through. The hanging bell seemed a better idea.

"Hello, Mr Yamauchi?"

"Yes, and you are?"

"My name's Atko, I was hoping I could ask you a few questions about Nintendo."

"How do you know about Nintendo? I only had the idea for the name this morning. What do you want from me?"



SPECIAL DISPLACEMENT
UJI, JAPAN
TEMPORAL DISPLACEMENT
1970

NINTENDO DIARY

In the 50s and 60s Nintendo enjoyed record sales of its cards but Yamauchi wasn't satisfied. He wanted to expand the business. He'd already tried an instant rice, love hotel and taxi service but all had failed. Nintendo's roots were in entertainment. Yamauchi set up a new department in Uji just outside of Kyoto. The department was called simply, Games.

He asked a designer called Gunpei Yokoi to come up with a new product to sell that Christmas. Yokoi responded with an innovative device: The Ultra Hand, a mechanical gripping device that sold more than 1.2 million units in 1970. This led to a series of Ultra toys throughout the 70s which sold world-wide.

Okay, we've got to admit it, the Ultra Hand was the inspiration behind our very own Hand of Jimmer!

"May I come in for a chat, Mr Yamauchi?"

I took off my shoes, as is the custom, and sat down to hear what he had to say. It turned out that he was in the business of making playing cards for the ancient game of Karuta and had founded Nintendo that very morning (see diary – Kyoto 1889). We chatted for about an hour – I was beginning to get uncomfortable. I shifted my chair and brought the leg down on his bare foot. He let out a shriek that made my ears bleed. I figured I had enough information and made a quick exit leaving him to nurse his swollen foot.

My next stop was Kyoto again, 70 years later. I had to track down a guy by the name of Hiroshi Yamauchi, I figured he had to be a relative of Fusajiro. I arrived in a flash and was stunned by how much the place had changed. There was now a factory beside the old bamboo house and a blue cheese the size of a phone box (*Eh? Josse*). Coming out of the gates was a well-dressed yet angry-looking man, I decided to check him out.

"My names Atko, I'm looking for Hiroshi Yamauchi." I must have hit a nerve – steam began blowing out of his ears.

"I never want to hear his name again!" He shoved me aside and quickened his pace.

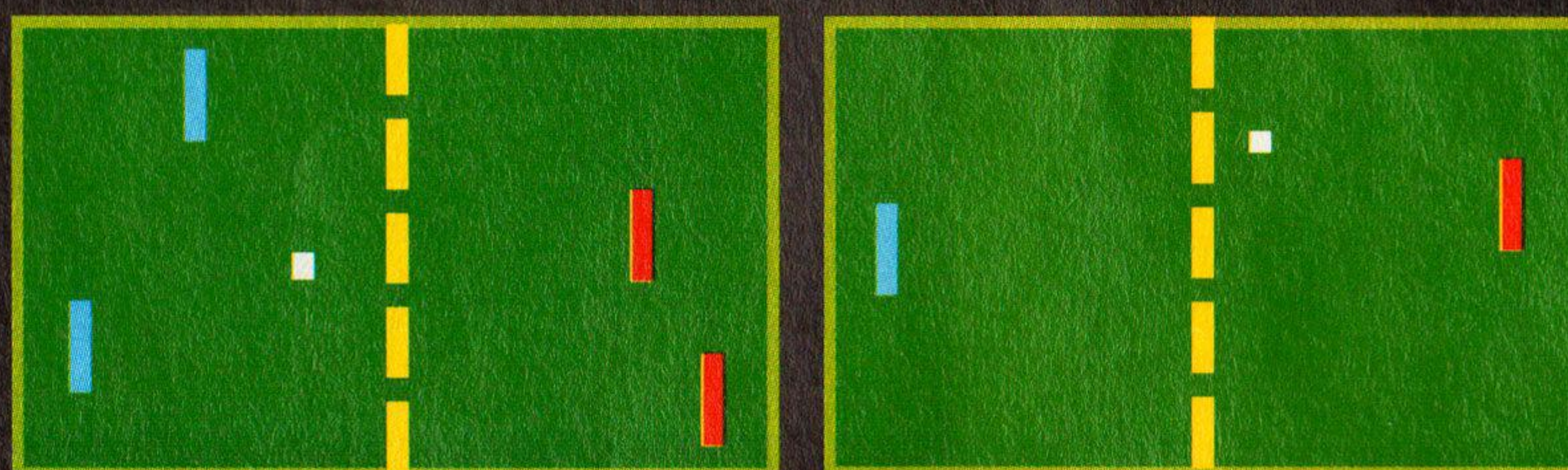
"Listen punk!" I yelled, launching myself into a flying tackle. I missed and landed in a heap on the gravel beside him. He stopped and pulled me back

SPACIAL DISPLACEMENT
KYOTO, JAPAN
TEMPORAL DISPLACEMENT
1977

NINTENDO DIARY

In the mid-seventies Nintendo was hit by the world oil shortage. It was on the brink of collapse and needed something big to save it. Yamauchi could have simply commissioned another mechanical toy but he wanted more. He wanted to capitalise on the boom in electronic toys. Firms like Atari and Magnavox were having a great success with home video games and he wanted a piece of the action.

Teaming up with Mitsubishi, Nintendo unveiled the Color TV Game 6, a device that played six versions of light tennis, in 1977. It was a massive success and was followed by a more powerful sequel, the Color TV Game 15 a year later. Nintendo was back in business and better than ever.



BOY OH BOY OH BOY!

The Game Boy is the machine that Sony wished they had invented. Check all the lovely add-ons available for this trusty little machine.





The legendary NES first made its debut in Japan in 1984. At the time nobody realised quite what a success they had on their hands.

to my feet. It turned out that Hiroshi Yamauchi was the new president of Nintendo and had just fired all the existing managers including this guy. He was willing to talk and dished the dirt on the whole operation while I took notes (see diary – Kyoto 1959). I bowed my farewell and accidentally smacked my already swollen forehead on his nose. I staggered back to the Lotus while he sat on the sidewalk weeping, I guess it just wasn't his day. I punched in the next name on the list. It seemed I was off to a small town called Uji in 1970.

I was looking for a young designer called Gunpei Yokoi. He lived in a pretty seedy part of town for a hot-shot designer. I parked Johnny's Lotus and sashayed over to his apartment. I rang his bell but there was no reply. I tried the door and it swung open like a catflap in a hurricane. There was no sign of life so I had a nose around. It was a mess –

SPECIAL DISPLACEMENT
SEATTLE, U S A
TEMPORAL DISPLACEMENT
1980 LUNCH-TIME

NINTENDO DIARY

Since 1977 Nintendo had a major breakthrough with the launch of the Game and Watch series of single title video games, each about the size of a calculator. Yamauchi felt that it was time for Nintendo to grab a slice of the booming arcade market. He set up a new research department and produced games like *Hellfire*, *Sheriff* and *Sky Skipper*. What it lacked was a killer product, a *Space Invaders* or a *Pacman*.

In 1980, thousands of arcade units of the game *Radarscope* were shipped out to Nintendo US in Seattle. The game was a dog and when word got back to Yamauchi he was furious. He would have to rescue the situation from Japan by having a new game chip designed. He took a gamble and assigned the task to an unknown designer called Sigeru Miyamoto. Miyamoto thought of *Beauty and the Beast* and simplified the story to star a carpenter trying to rescue a princess kidnapped by a Kong-like ape. The hero needed to be visible so he was kitted out in overalls and a hat. The game was *Donkey Kong*.

Donkey Kong was shipped to Seattle where the on-screen instructions had to be translated and the characters named. The team decided that the hero looked like their angry landlord whose name was Mario Segali. Mario was born and Nintendo had a massive hit on their hands.

I couldn't move for mechanical hands strewn around the room. I didn't know what I was looking for but what I found was dynamite. (*Not real dynamite, surely? Josse*) I picked up an official looking folder with the Nintendo logo plastered across it. It detailed Nintendo's current operations, the most prominent of which was the Ultra Hand designed by Yokoi. I had all the information I needed (see diary – Uji 1970). Suddenly there was movement in the

SPECIAL DISPLACEMENT
NEW YORK, U S A
TEMPORAL DISPLACEMENT
1985

NINTENDO DIARY

In the early 80s Nintendo developed an 8bit console called the Famicom which was launched in Japan and greeted with a rapturous response, the likes of which had never been seen before. The Famicom was selling as fast as Nintendo could build it.

Yamauchi was desperate to conquer the lucrative American market but realised that a console was only as good as the software it showcased. He needed a big game to act as a figurehead for the company and again turned to Sigeru Miyamoto for inspiration.

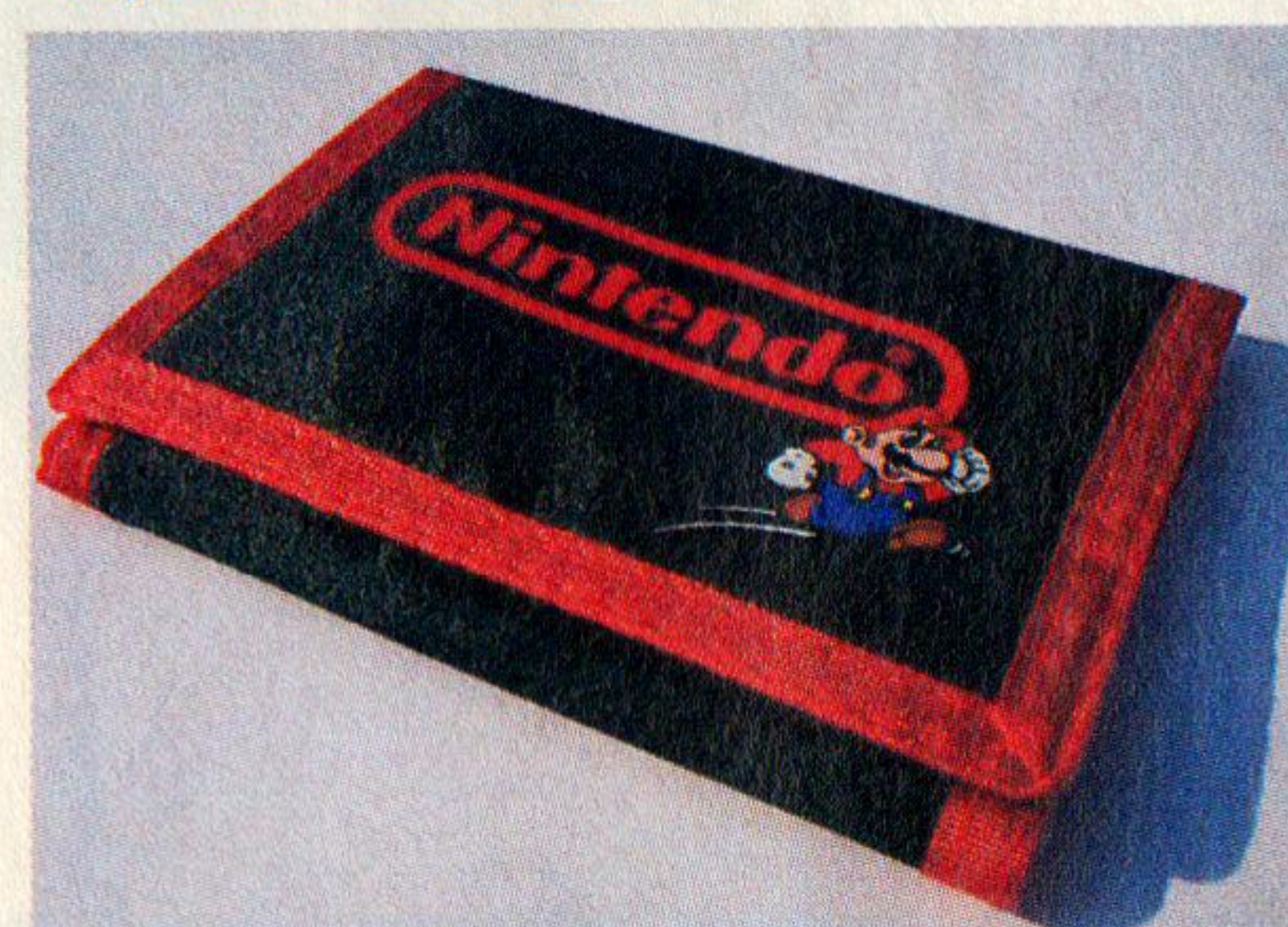
Miyamoto remembered his carpenter character and decided to give him his own game. Someone pointed out that he looked more like a plumber so Mario switched trades, was given a brother, Luigi, and debuted in *Super Mario Bros* in 1985.

The Famicom, later renamed the NES, was launched in America in 1985 bundled with *Super Mario Bros*. In it's first year the NES sold over one million units. Mario went on to become the second most recognisable icon in the world after the Coca Cola logo and ahead of Mickey Mouse.

This was the point at which Nintendo had truly arrived – and Nintendo proved that they were here to stay!

MARIO MART

Last month I investigated The Case Of The Video Game Spin-Offs, Johnny failed to supply me with information on Mario merchandise so I picked some up for myself. Some of this gear is worth loads now, I may well visit Antiques Roadshow in the future and make myself a few quid.

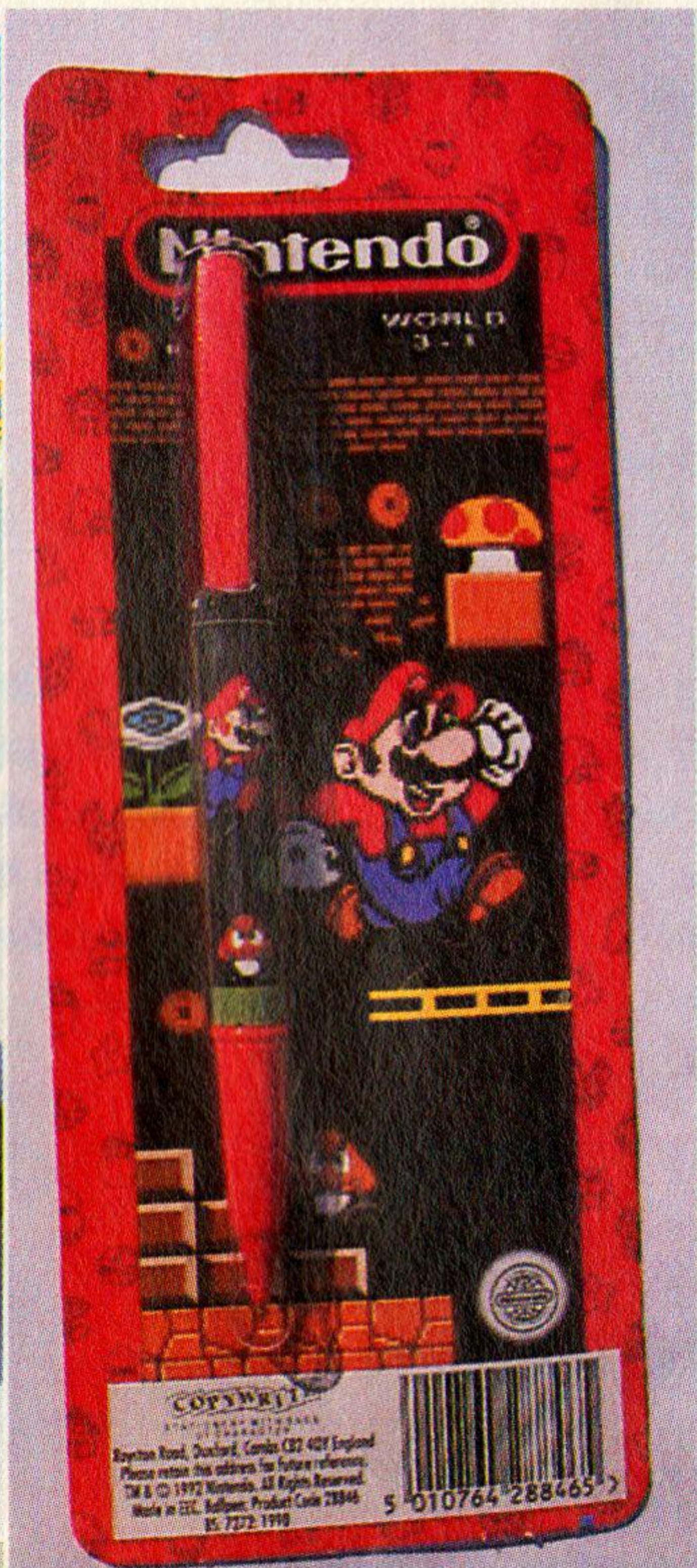
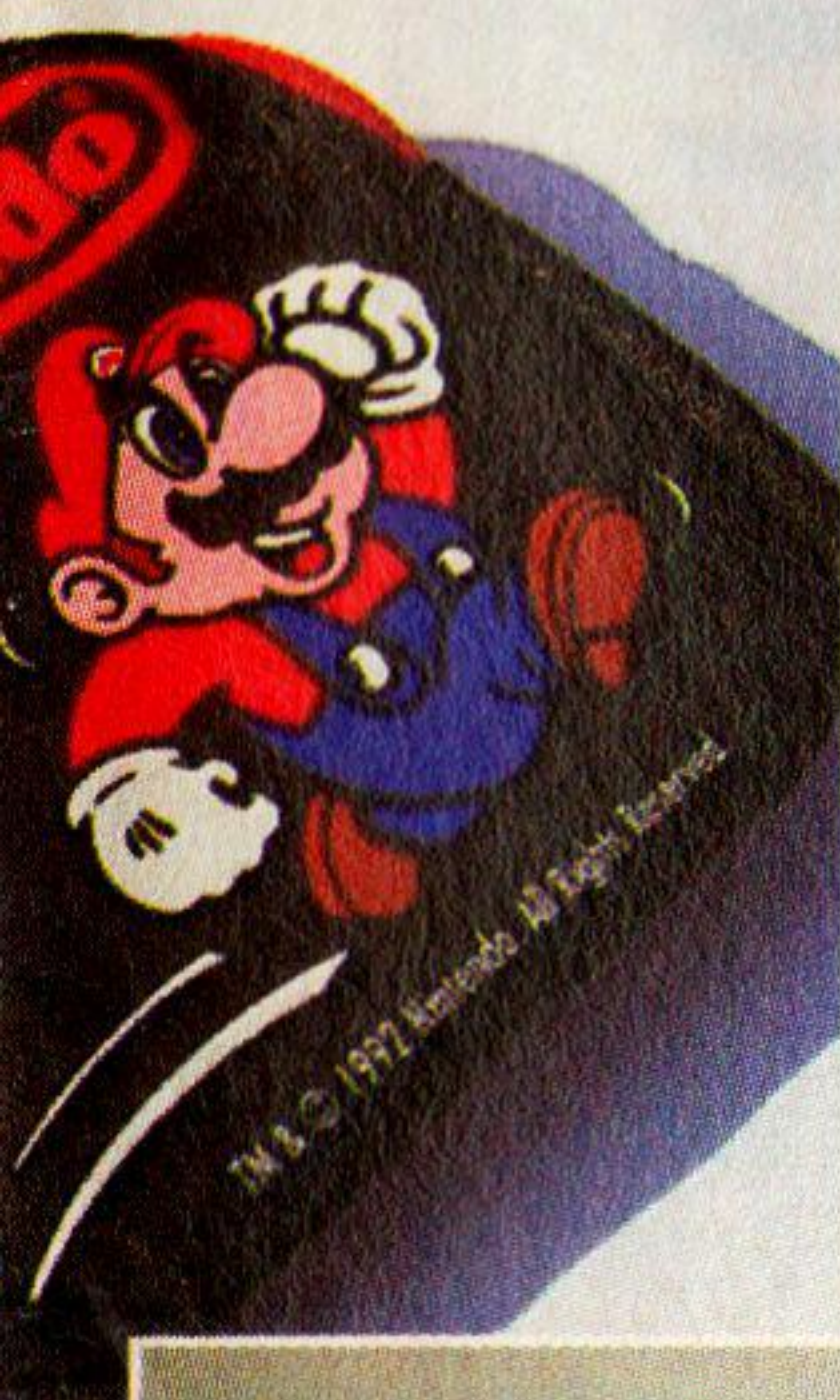




We've got a couple of these great Joysticks in the TOTAL! basement. Write in and tell us their full name and the first two win. Easy!



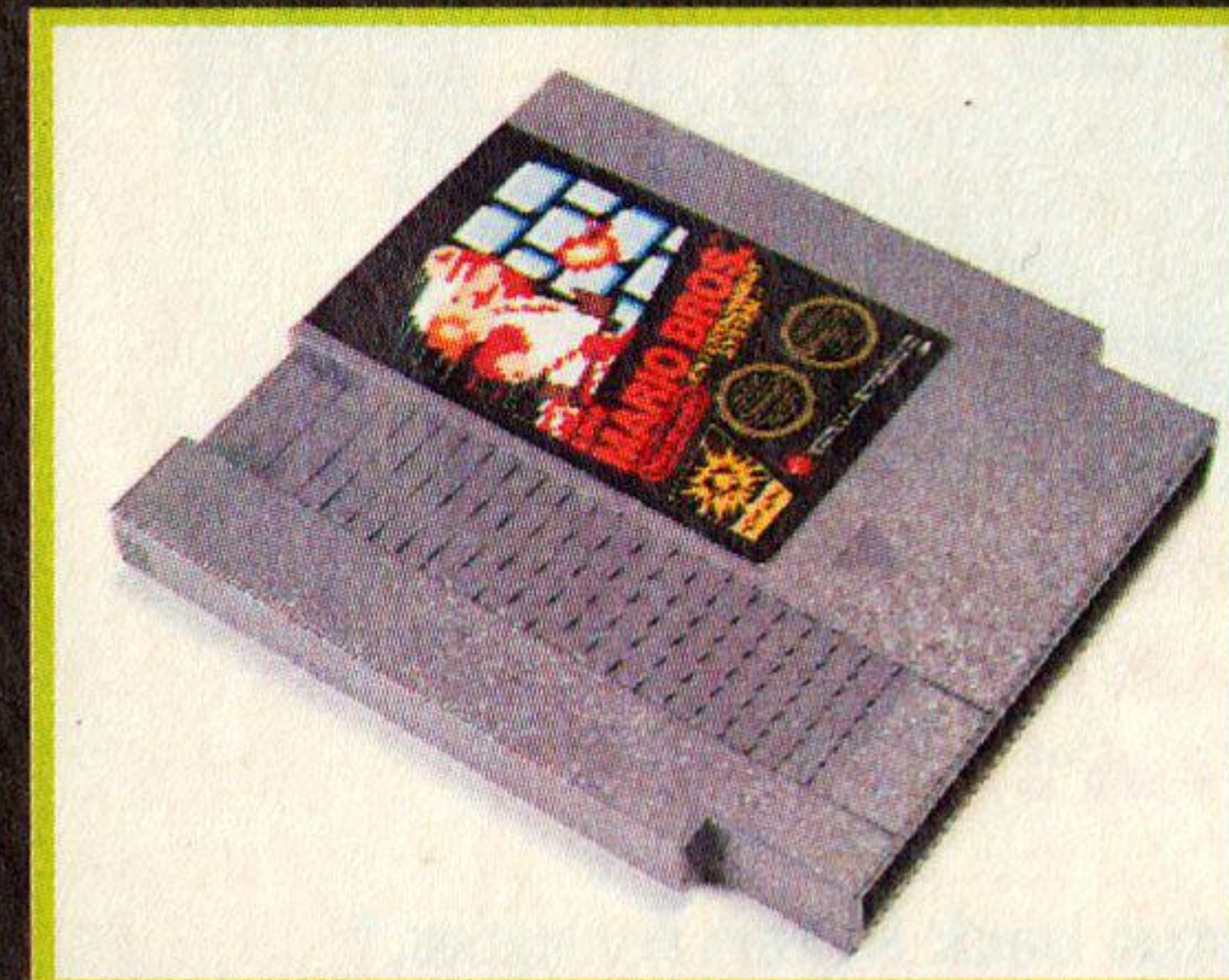
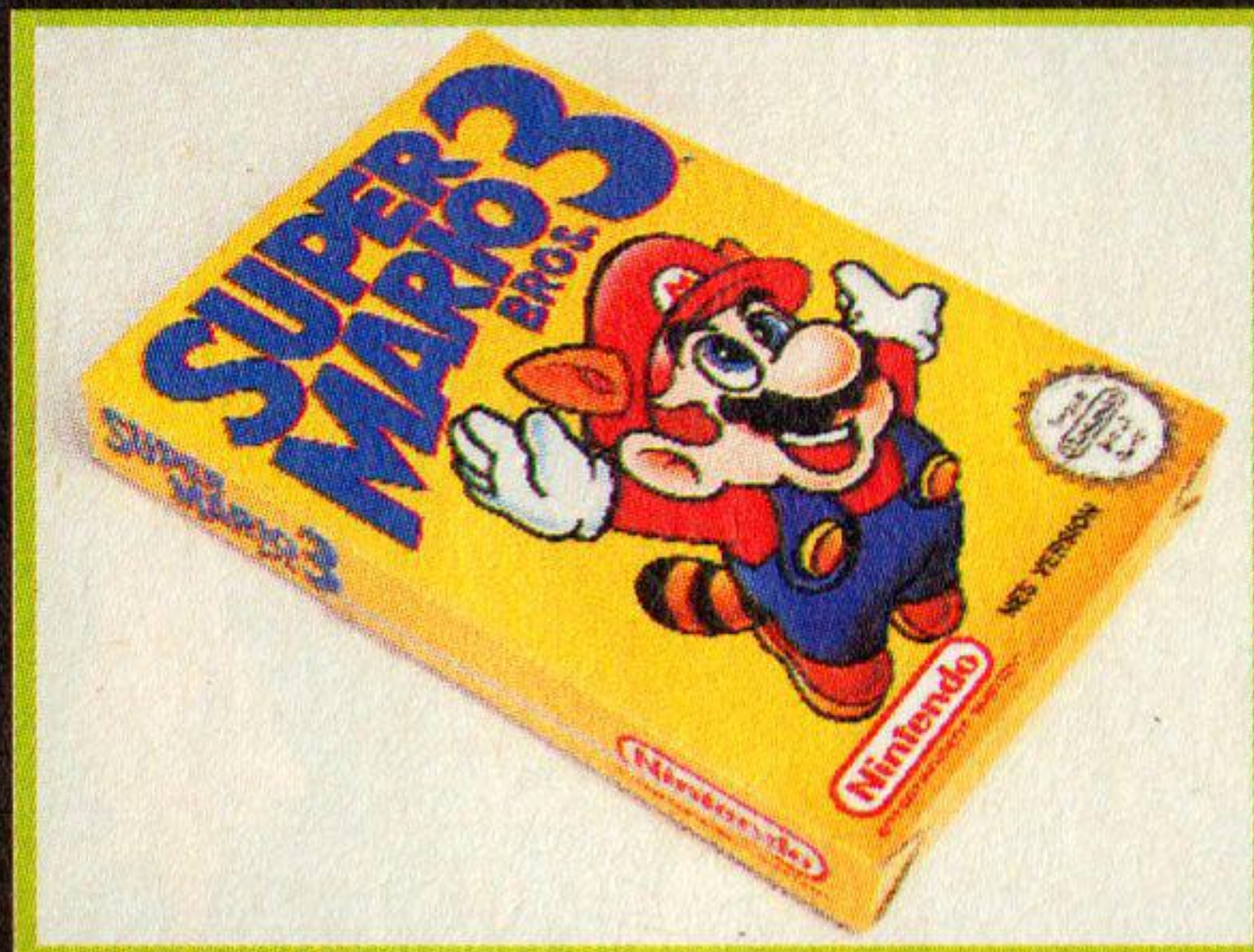
bedroom. I peeked around the door and there was Yokoi asleep in bed. I crept out of the apartment and left him napping like a baby. The next stop on the list was 1977. I wasn't in the mood for flares or punk rock so I picked the last date on my list and punched the number into the time machine instead. The year was 1995 and the location Bath in England. I was going to the TOTAL! office a year after my investigation would be published. I parked outside and waltzed in. Johnny's list said I should pick up the latest issue of TOTAL!



SPECIAL DISPLACEMENT LOS ANGELES, U S A TEMPORAL DISPLACEMENT 1989

NINTENDO DIARY

The release of the Christmas blockbuster film *The Wizard* proved to be a genius marketing ploy by Nintendo. The film featured surprise exclusive footage of the up-coming *Super Mario Bros 3*. Word spread like wild fire as kids flocked to catch a glimpse of the new Mario game. On release, *Super Mario Bros 3* broke all records and, to this day remains the best selling video game ever, grossing more than \$500 million.



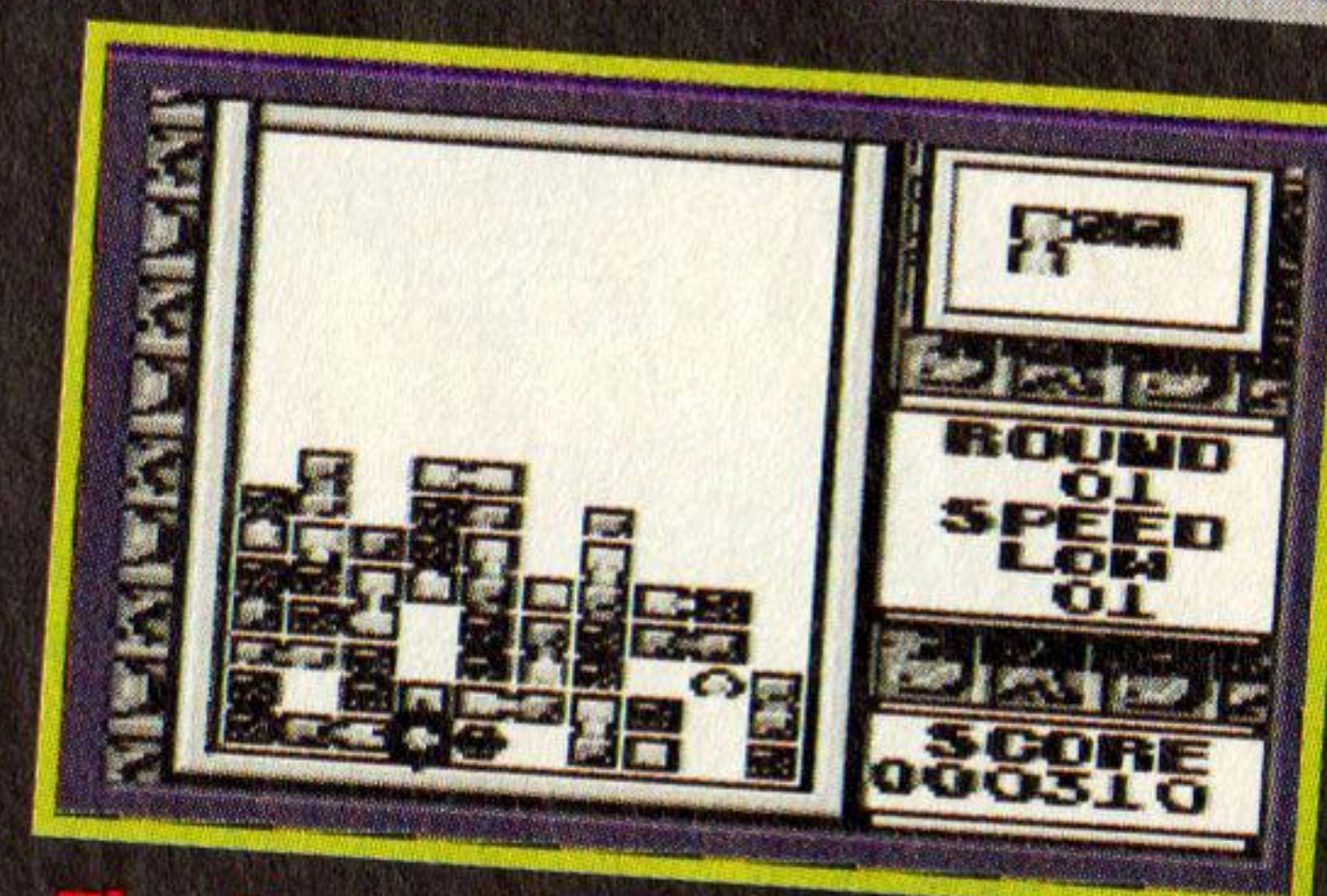
and use it as a 'look at things to come' for my report. The office was empty. It seemed as though there had been some kind of a party. There was a banner up that read: "Happy Fourth Birthday TOTAL!" The door behind me opened and a threatening figure with large hands greeted me. "My name's Jimmer. Can I help you?" "Yeah, my name's Atko. I do a bit of work for

Thicky Dyer every now and again. I was just looking for a copy of the latest issue of TOTAL!" "Help yourself, there's a pile over in the corner." The phone started ringing. Jimmer picked it up. "Atko, It's for you. Can you let yourself out, I'm off to the pub to catch up with the rest of the TOTAL! team's birthday celebration." "No problem, thanks Jimmer." I picked up the phone. The voice on the other end was Johnny's.

SPECIAL DISPLACEMENT MOSCOW, RUSSIA TEMPORAL DISPLACEMENT 1989

NINTENDO DIARY

Early in 1989 the Game Boy was launched. The hand-held was an attempt to combine the popularity of the NES and Game and Watch series. It was initially criticised for not being colour but Yamauchi argued that great games don't need colour. Again Yamauchi needed a figurehead game to shift hardware on its own. That game turned out to be *Tetris*. The problem was that *Tetris* was not a Nintendo game. Nintendo battled hard to win the rights of the game from its Russian developer Alex Pajitnov. They won and found that *Tetris* and the Game Boy were made for each other. The Game Boy ended up selling more than 100 millions units worldwide.



The ludicrously smart game Tetris has spawned Tetris 2.





The Nintendo challenger travels the UK every year in search of the best gamers in the country. You can't miss it really.

"Atko, I need my Lotus back in ten minutes."

"What do you mean, it's a time machine, isn't it? I can bring it back at any point in time. Anyway, how did you know where I was?"

"I can't rightly remember."

"I've got twenty that says you can. Hold on, what am I saying? Can't you ever have a simple conversation without sucking me dry?"

"Maybe, what's it worth?"

I was starting to get angry. "Look I haven't been to every place on this list yet. I want to give Thicky a thorough report on Nintendo."

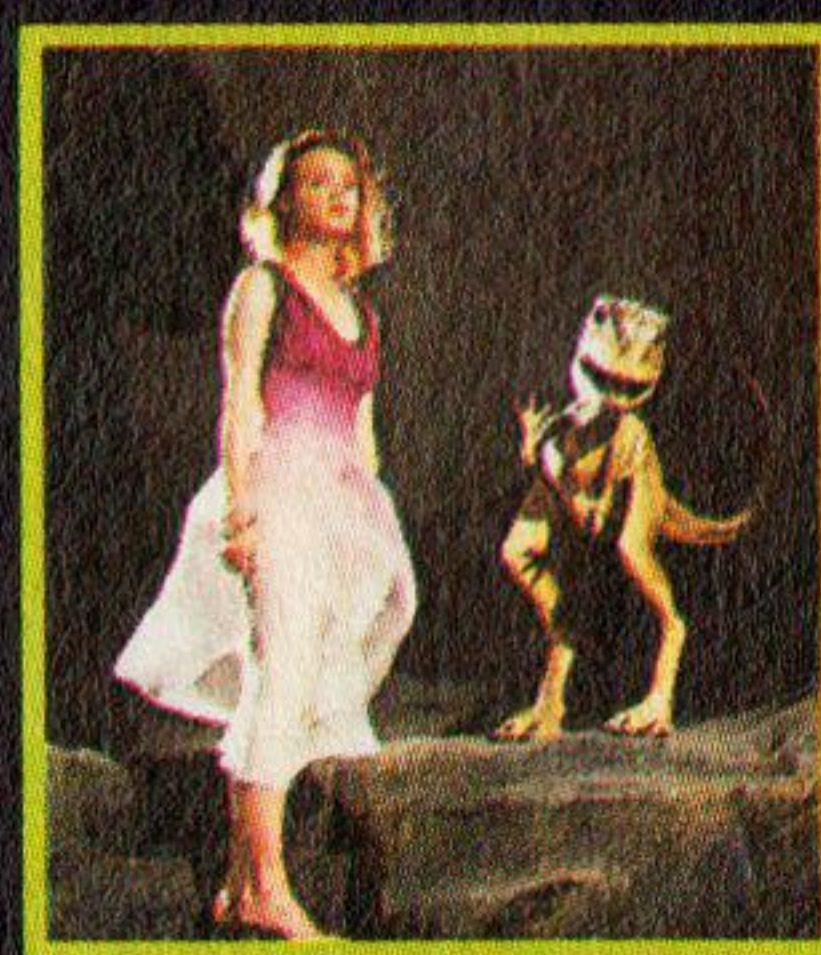
"Atko, you're in the TOTAL! office a year from now. All the answers you need are right under your nose." Suddenly I twigged, why on earth hadn't I thought of it before?

SPECIAL DISPLACEMENT
LONDON, ENGLAND
TEMPORAL DISPLACEMENT
1992

NINTENDO DIARY

The Super Nintendo had already been launched in Japan in 1990 and in the US in 1991. The game that Nintendo hoped would have the *Mario Bros/Tetris* effect was *Super Mario World*. It was a stonking game but a certain flash yet shallow hedgehog stole its thunder and to some it still remains an undiscovered gem. The Super NES was launched in the UK in 1992 and soon people found that it was a superior machine to the Mega Drive which had been released in 1991. Thanks to richer graphics, better sound and the amazing Mode 7, the SNES soon caught up and the bloody fight between Nintendo and Sega still continues.

Maro Bros made its big screen debut this year and coined in heaps of cash in the U.S.



"Okay Johnny, you'll have the Lotus back in ten minutes." I looked around the office and spotted them in a binder on the top shelf. The back issues! I took them down and rummaged until I found the one I was looking for. There it was, Issue 36! The *Atko Investigates* feature I was working on was right there on page 16. I ripped the pages out of the issue and stuffed them in my pocket. I would copy the information down later. The research was done, my work was over and Thicky would never know the difference. I headed back to

the Lotus. I'd had enough of this time-travelling lark for one day.

I dropped the Lotus back at Johnny's greasy hot dog stall (he was still having trouble with the apron strings) and copied the information from the stolen pages into my Nintendo diary. Johnny said that Thicky wanted me to take my case files over to Future right away. As I didn't know where *Future right away* was I figured he meant Future Publishing. I hot-footed it over to the TOTAL! office with the Nintendo diaries in my bag and my feather

SNES TO SEE YOU...

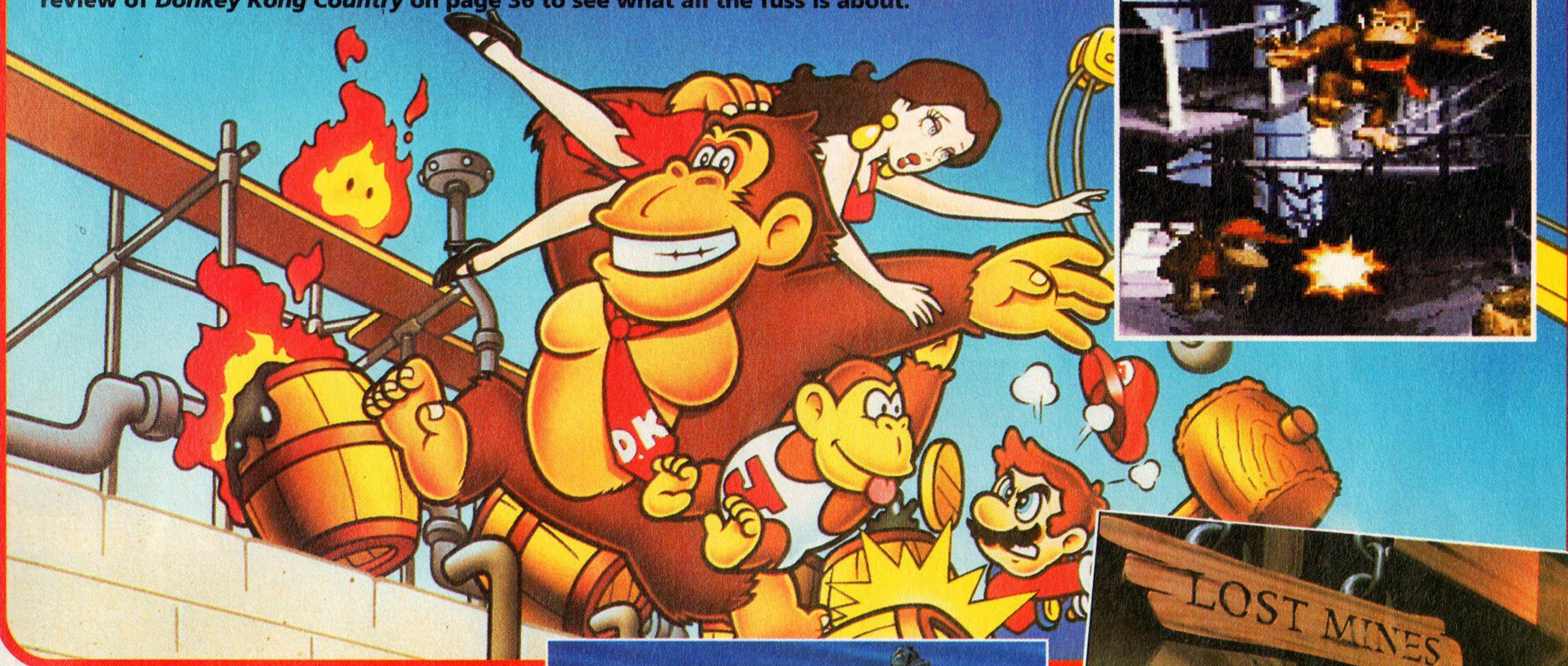


The release of the Super NES in 1990 nearly caused riots in Tokyo, Japan. The sales were such that units sold out in two weeks. Since then numerous add-ons have surfaced including the Super Scope and remote commander.



MONKEY BUSINESS

The character of Donkey Kong was conceived in 1980 by the now legendary Sigeru Miyamoto. Throughout the eighties he's appeared in numerous sequels but not until this year has excitement reached anything like the original fever pitch. Check out my review of *Donkey Kong Country* on page 36 to see what all the fuss is about.

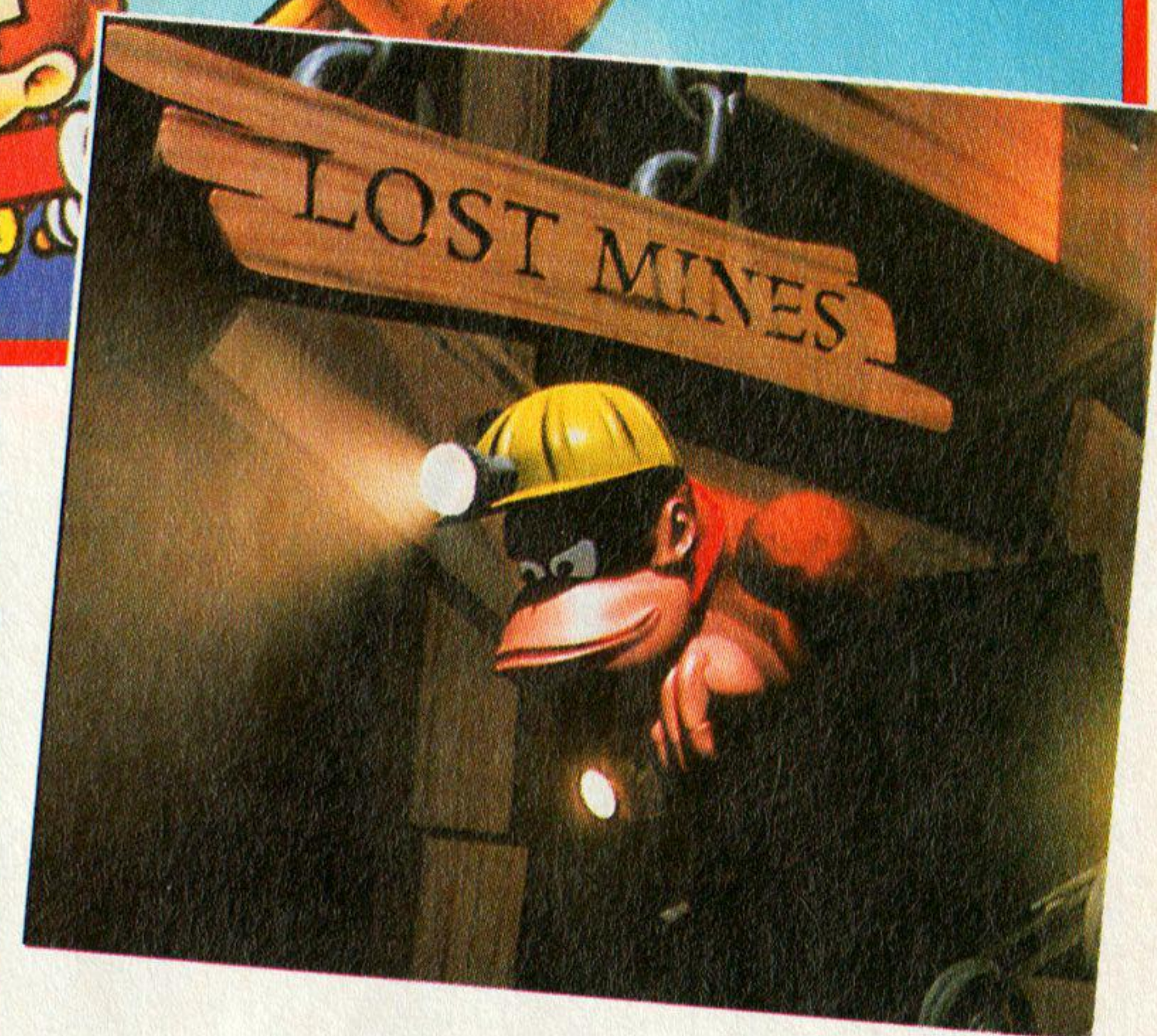
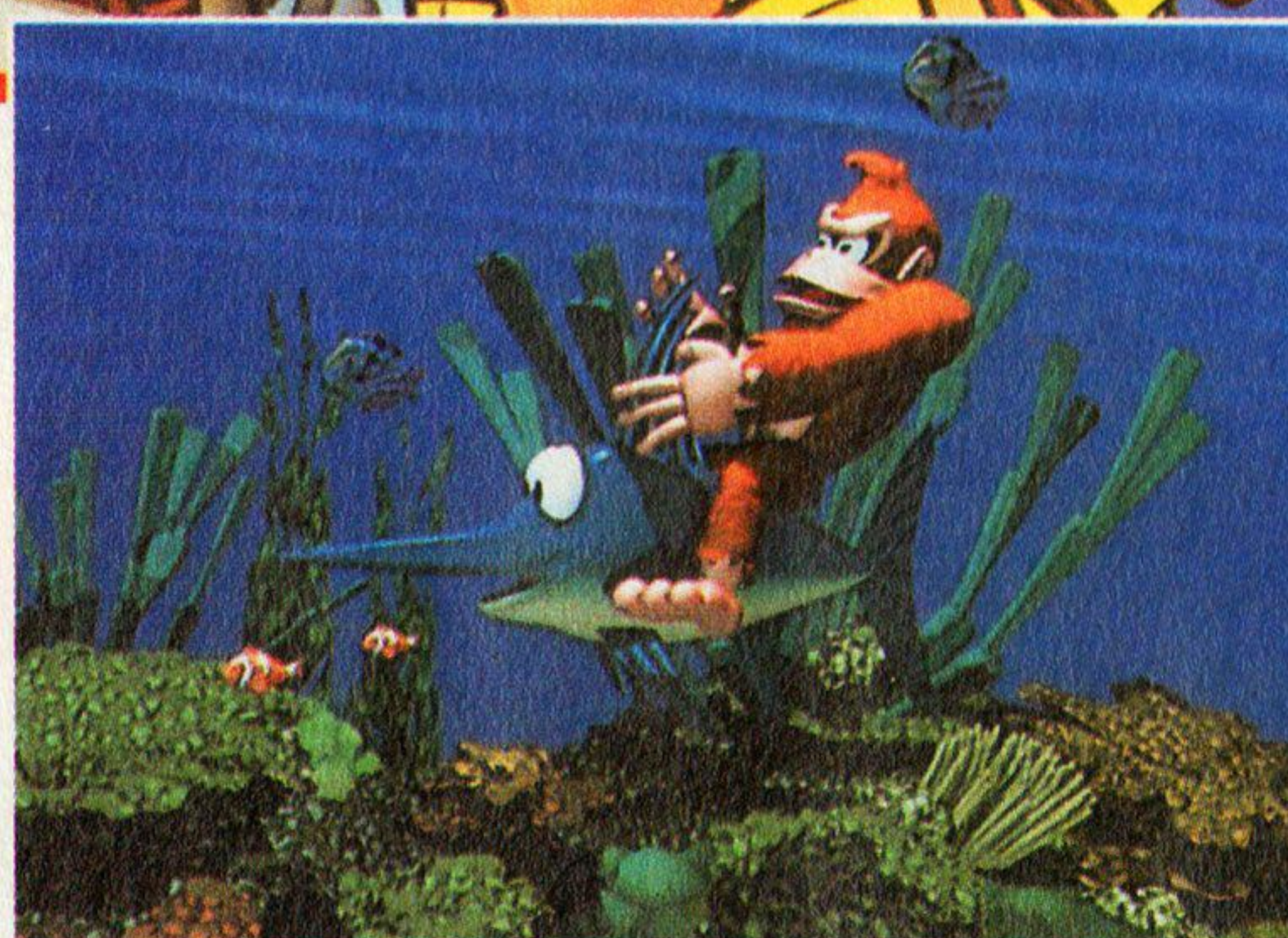


boa fluttering beautifully in the Autumn breeze.
"Just in time, Atko."

"Piece of cake, Thicky."

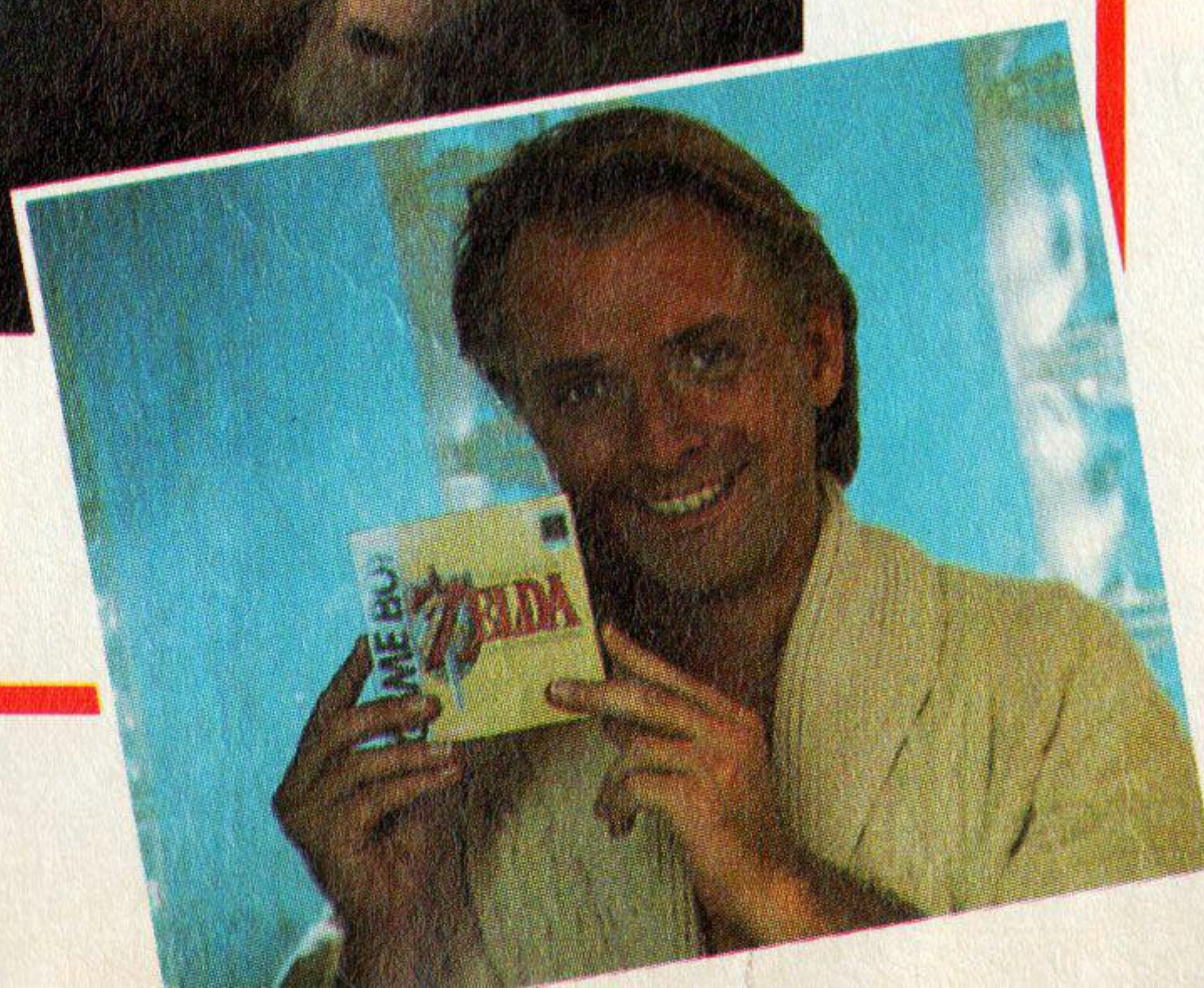
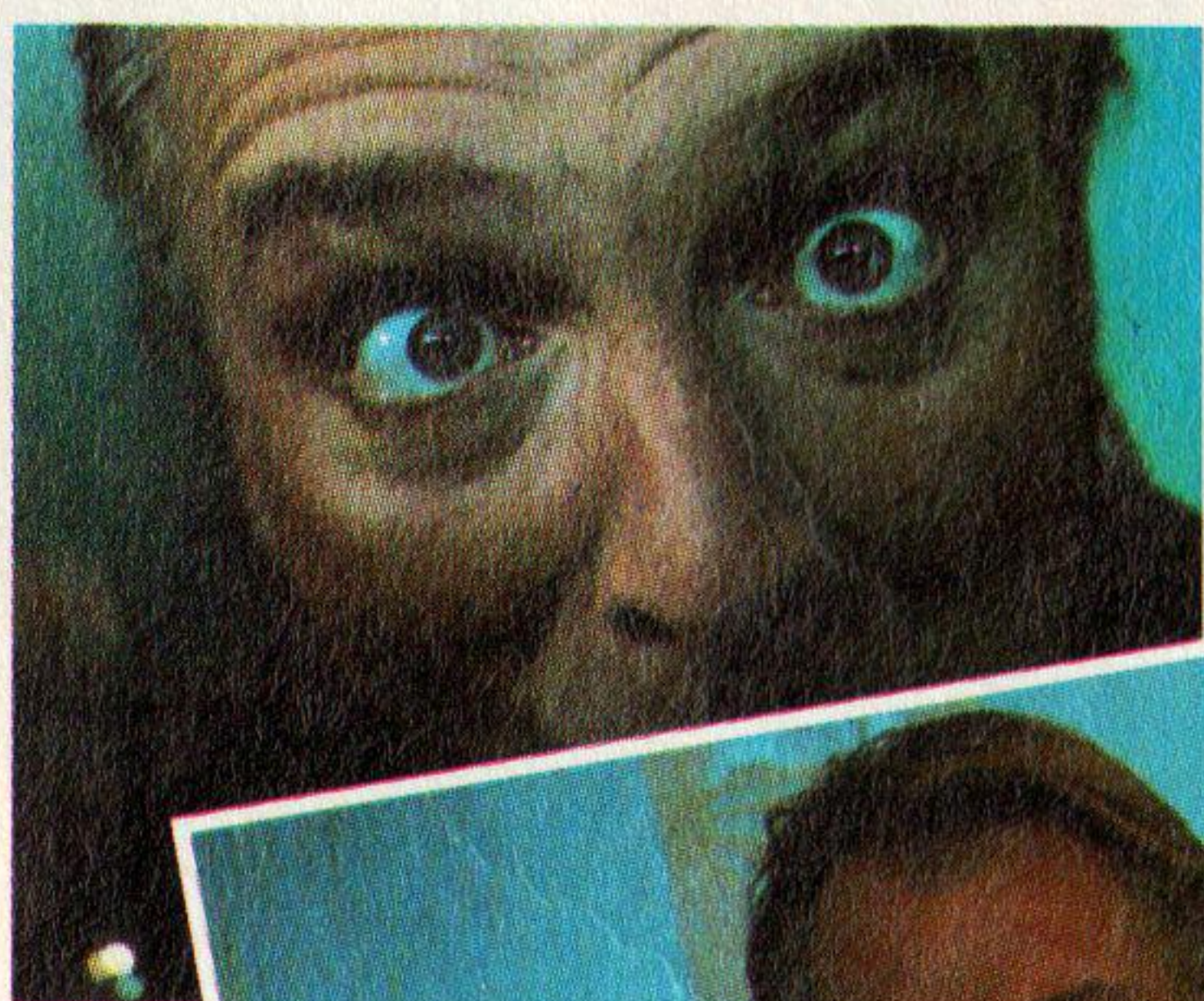
"No thanks, I just ate."

I understood why they called him Thicky. I handed him the diary and he handed me a couple of scratched SNES carts without boxes or instructions and a broken joypad. I vowed never to work for him again and the whole TOTAL! team yelled out "Not bad!" Hmn.



HOLD THE MAYALL

Last year Nintendo splashed out a whole bundle of cash and used zany TV celeb Rik Mayall (of The Young Ones fame, sadly gone downhill since) in its Zelda TV campaign. Rik was paid an estimated £30,000 for each slot. Not bad for money for holding a box and smiling a bit.

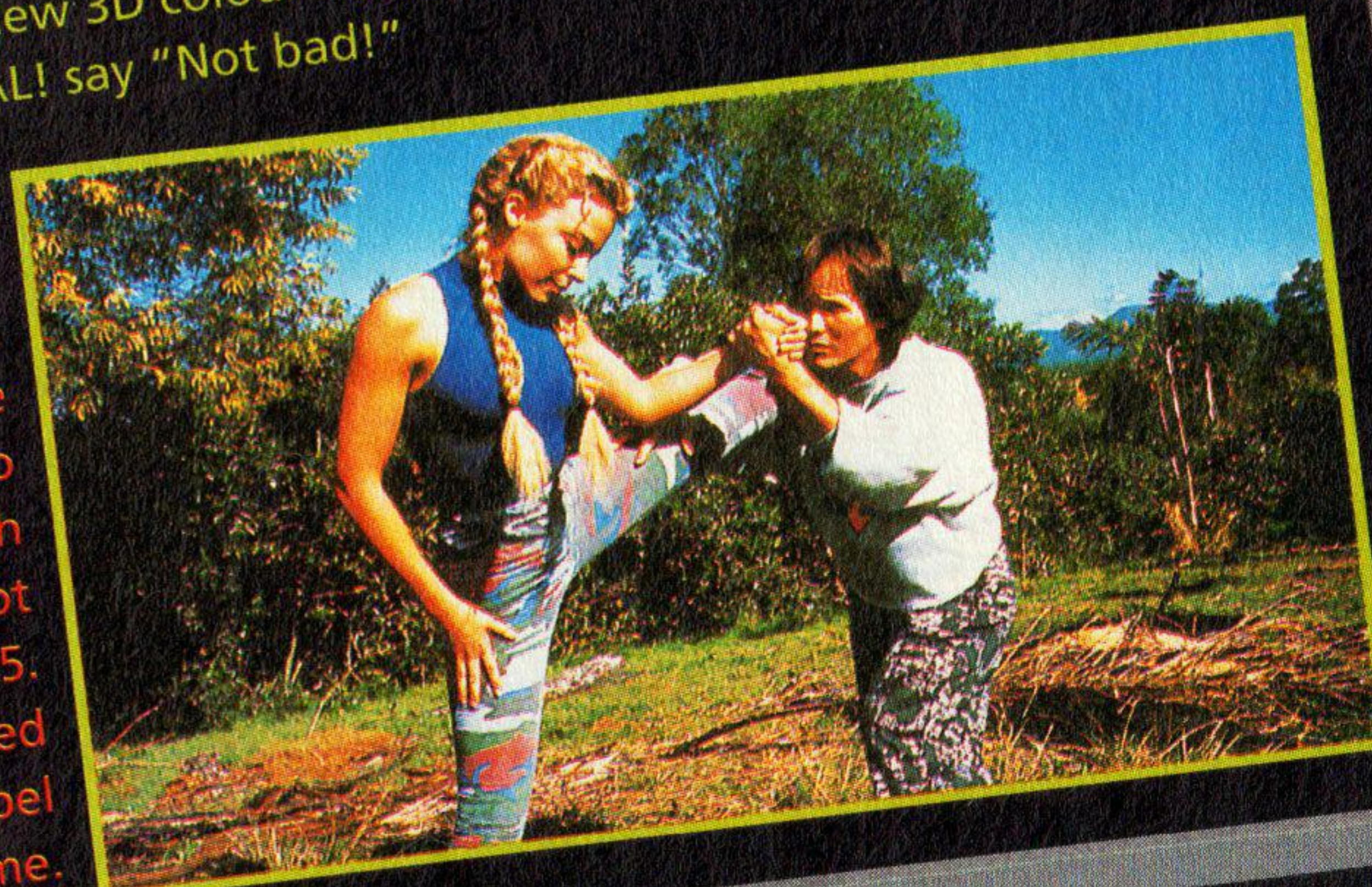


SPECIAL DISPLACEMENT
BATH, ENGLAND
TEMPORAL DISPLACEMENT
1995

NINTENDO DIARY

TOTAL!'s fourth birthday issue heralds the release of the Ultra 64. Sixty-four bit games of arcade quality are now available for the home and it seems as though once again Nintendo has achieved world domination. The first games are *Cruis'n USA* and *Killer Instinct*. The machine sells out within two weeks of release. Nintendo's new 3D colour hand-held is also unveiled as a successor to the Game Boy. TOTAL! say "Not bad!"

Not only does Kylie star as Cammy in *Street Fighter II* the movie, she also falls in love with Johnny the hot dog boy in 1995. They get married in a small chapel in Frome.



BIG FILMS. MA

Super

STAR WARS

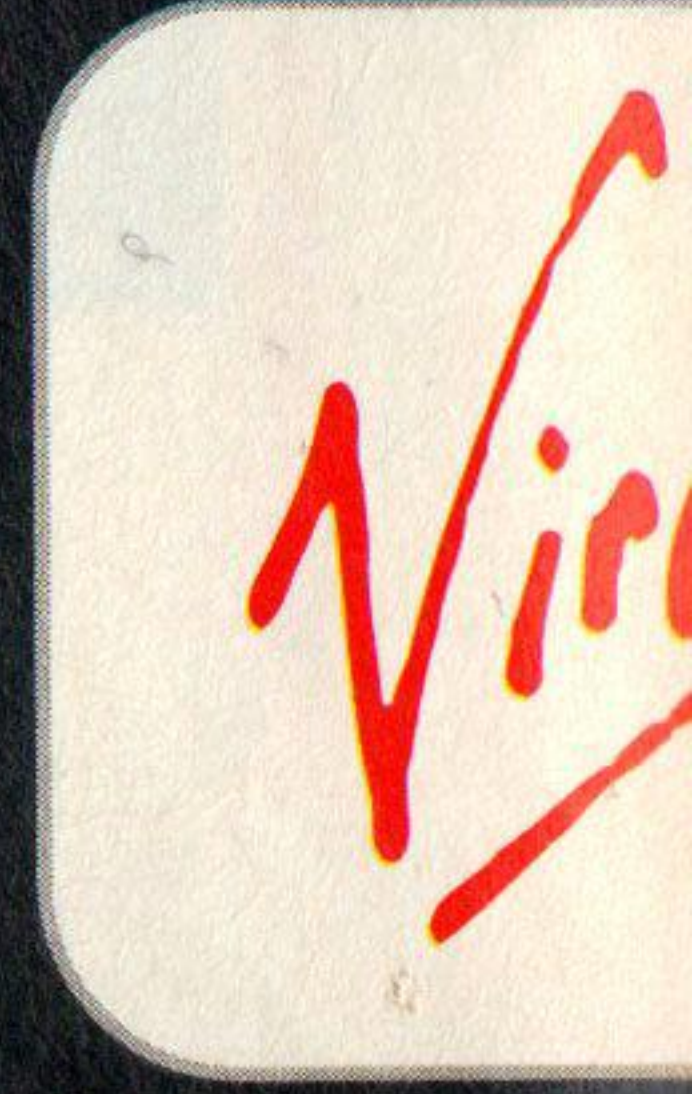
RETURN OF THE JEDI

"A superb rollercoaster of a game!"

"Non stop action"

"One of the most thrilling platform games this year"

NMS 92%



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INDIANA JONES *Greatest Adventures*

"A great game that does justice to the legendary film... Ingenious enough to keep everyone happy"

NMS - Nov 1994

JVC



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These games aren't finished yet, but they've let us look at them. They are software developers. We are TOTAL!. And were sharing our screenshots with you.

WTF

PREVIEWS PREVIEWS PREVIEWS PR

INTERNATIONAL SUPERSTAR SOCCER

For ► Super NES
From ► Konami
Release ► January



Chris Waddle and Teddy Sheringham advised the programmers about the penalties.

Just a year ago there weren't any decent footy games for the SNES. Most of us plumped instead for one of the spate of excellent ice hockey games for our slap-it-in-the-net satisfaction. A year on, how things have changed. Super NES owners are now spoilt for choice as yet another fabbo football feast prepares to make its debut.

International Superstar Soccer promises to rival the present Kings of the genre, *Sensible* and *FIFA* with its player realism, sampled crowd chants and running commentary. Yes running commentary! Taking the Brazilian approach of screaming at the action rather than wry English commentary appears to work really well and certainly adds to the overall excitement of the game.

Konami seem to have worked very hard to include all the good elements from each of its competitors as well of plenty of nice touches that the likes of EA will no doubt take on board when they release their '95

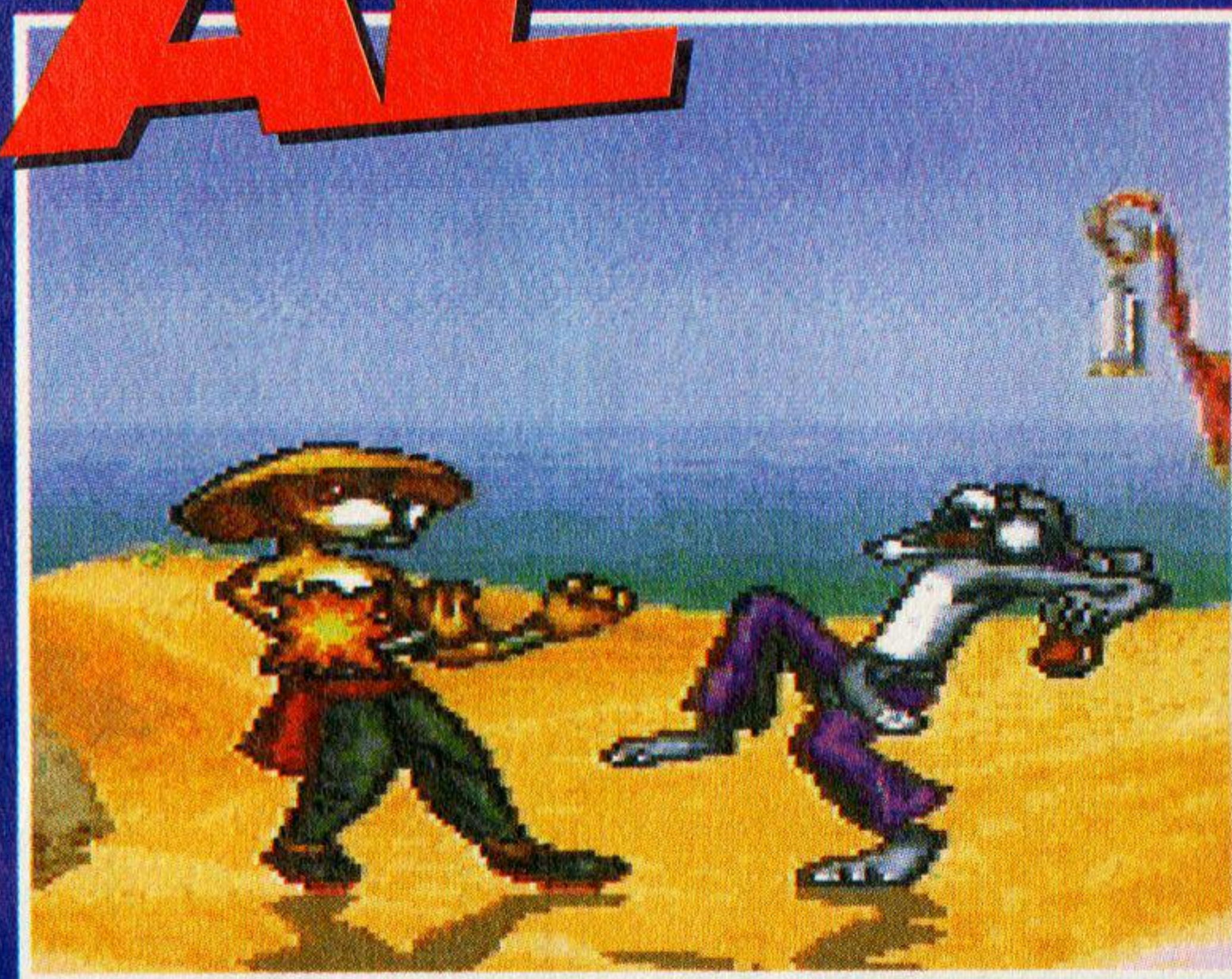


BRUTAL

For ► Super Nes
From ► Gametech
Release ► November



I always thought that Dhalsim's stretchy moves had comic potential. It seems that *Brutal's* programmers agree.



I think they're taking the mickey out of *Scorpion's* hat. It is a bit silly, though.

Tired of all those serious beat-'em-ups? Long for a bit of humour in your scuffles? Gametech may well have the answer to your prayers in the form of their forthcoming game, *Brutal*.

Due for release on the SNES at the end of November, *Brutal* is a cartoon beat-'em-up set on the Dali Lama's peaceful island. Every four



Brian's balancing-the-ball-on-his-nose trick was always a cause for celebration.

Whenever the Italians are playing, an arrow points the way to goal. Flashy skills and theatrical diving often distract them, you see. Bloody terrible people..

updates. The game features three game modes as well as three sub-games.

The Open Game mode is regular game of footy with a team of your choice; the International mode features league and tournament play and the World Series is a bit of a naff name for the World Cup. The sub-games include the usual

training option, a penalty kick game and best of all, Scenario mode where you find yourself in legendary football situations. These range from one goal down with a minute to go, to last-kick-of-the-match set pieces – an exciting feature that we've not seen before on the Super NES.

With 24 teams and slick animation this is certainly going to be one to watch out for. Find out the verdict in next month's review.



Re-create the 1990 World Cup semi-final. Only this time we can win!



There are masses of options, but when the game's finished, they'll be in English.



The fella in white dashes back to defend, but the blues will score from the throw-in.



Following new referees' directives, every foul is followed by a yellow or red card.

E. Honda's hundred hand slap has got nothing on this! Like Clayfighters only more so, underneath the comedy there seems to be a great depth of gameplay.

years those who possess the warrior spirit flock to this island and compete in combat to wear the coveted Belt Of Heaven (It sounds like quite a belt! Andy).

The twist here is that as with real martial arts, you begin with a certain fighter belt and as you progress through the game you earn a higher belt and so a greater array of special abilities – so it seems that beneath the comic veneer an awful lot of thinking has gone into it.



But unlike the real thing you are a quite ridiculous cartoon animal and therefore don't bleed. Hurrah!

The game boasts instant replay, eight player tournaments, level passwords and a save game option. Phew! Let's just hope it plays as good as it sounds. We'll be giving *Brutal* a full review next month. Don't miss it!



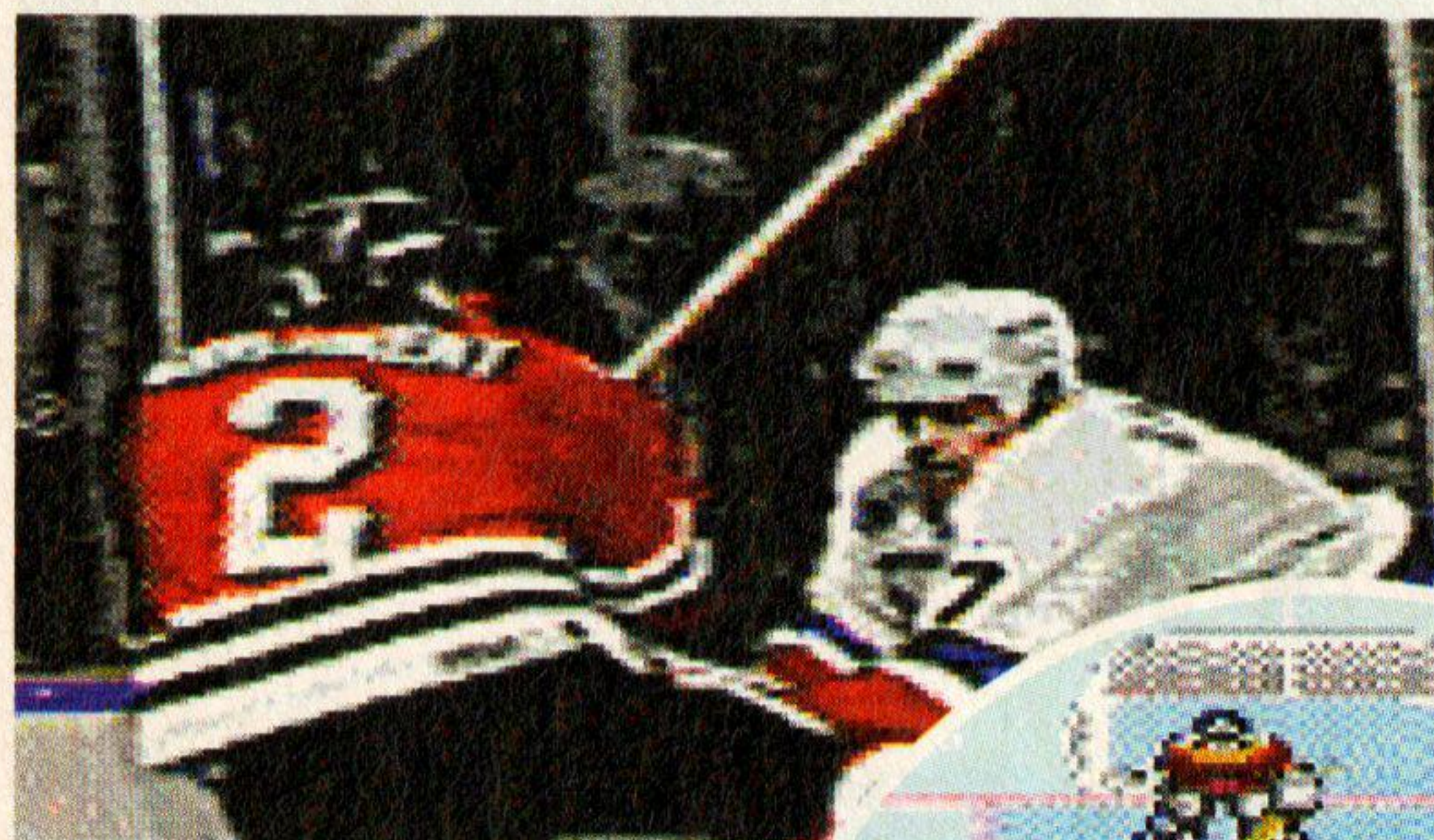
Sorry, I can't tell you what's going on here, but I guess the guy on the right has lost.



Here's the island where all the action's set. A street Fighter parody? You decide.

NHL '95

For ► Super Nes
From ► Electronic Arts
Release ► TBA



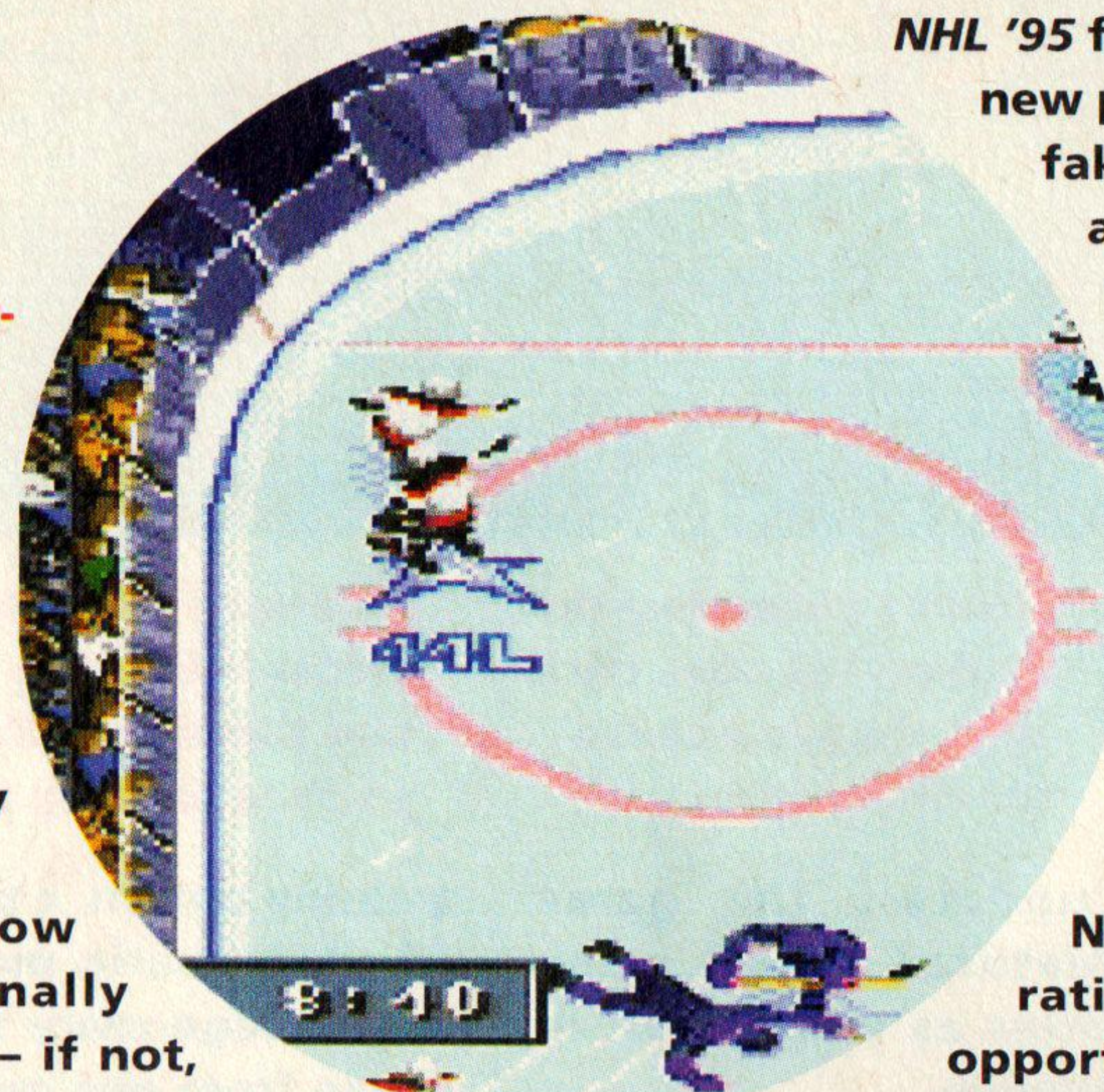
Of course, the SNES's graphics can always deliver a flashy introduction.

As with all EA hockey games, once you've mastered the inertia and learnt to pass and shoot, the gameplay possibilities are endless

It appears a beat-up-your-team-mate option has been included. Hmmn.

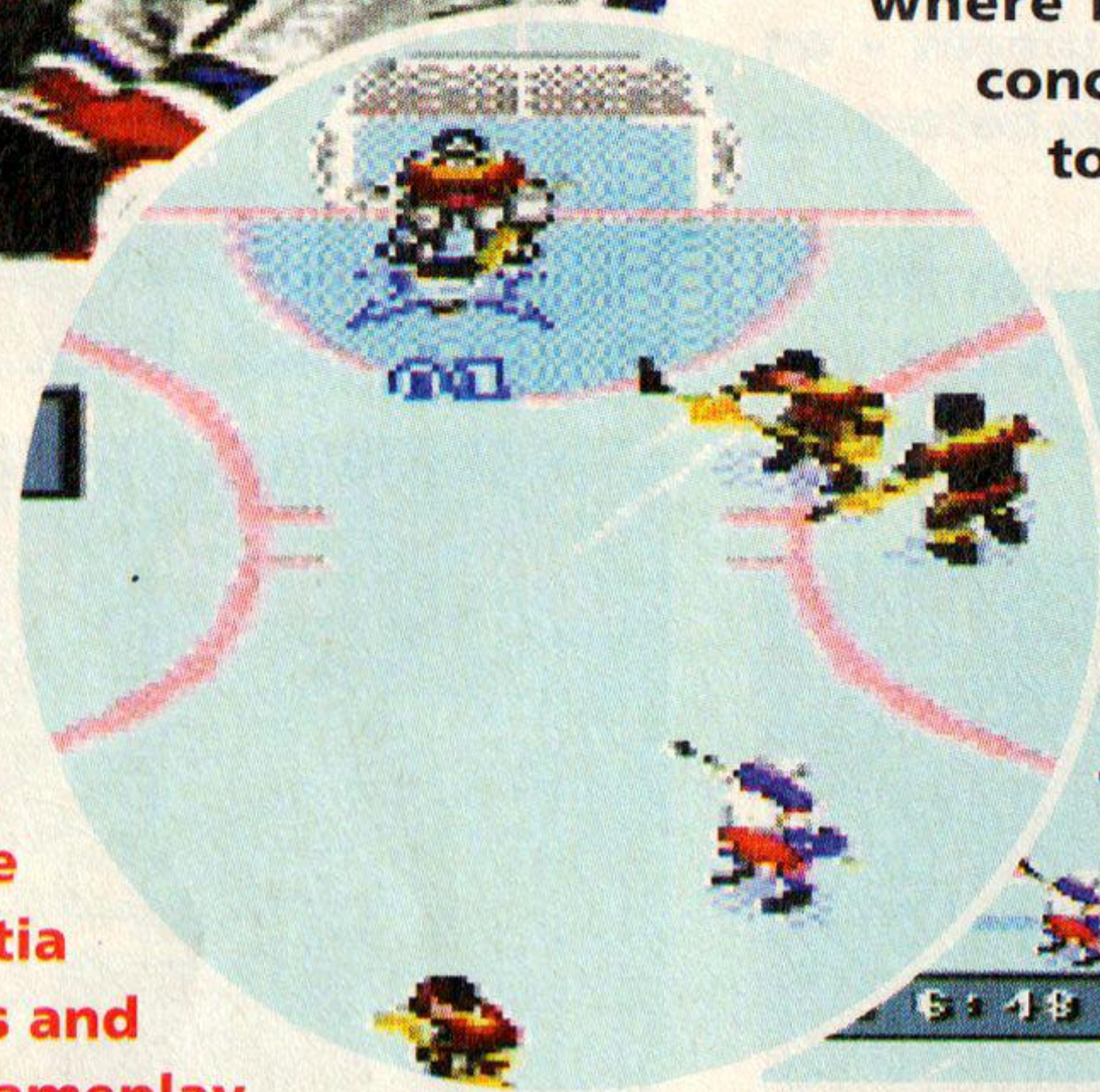
Not that much of a surprise really, is it, that Electronic Arts have upgraded their NHL series with the shockingly titled *NHL '95*?

I'm sure you all know about their phenomenally successful hockey series – if not, where have you been? – so let's concentrate on all the new features to be found in the latest version.

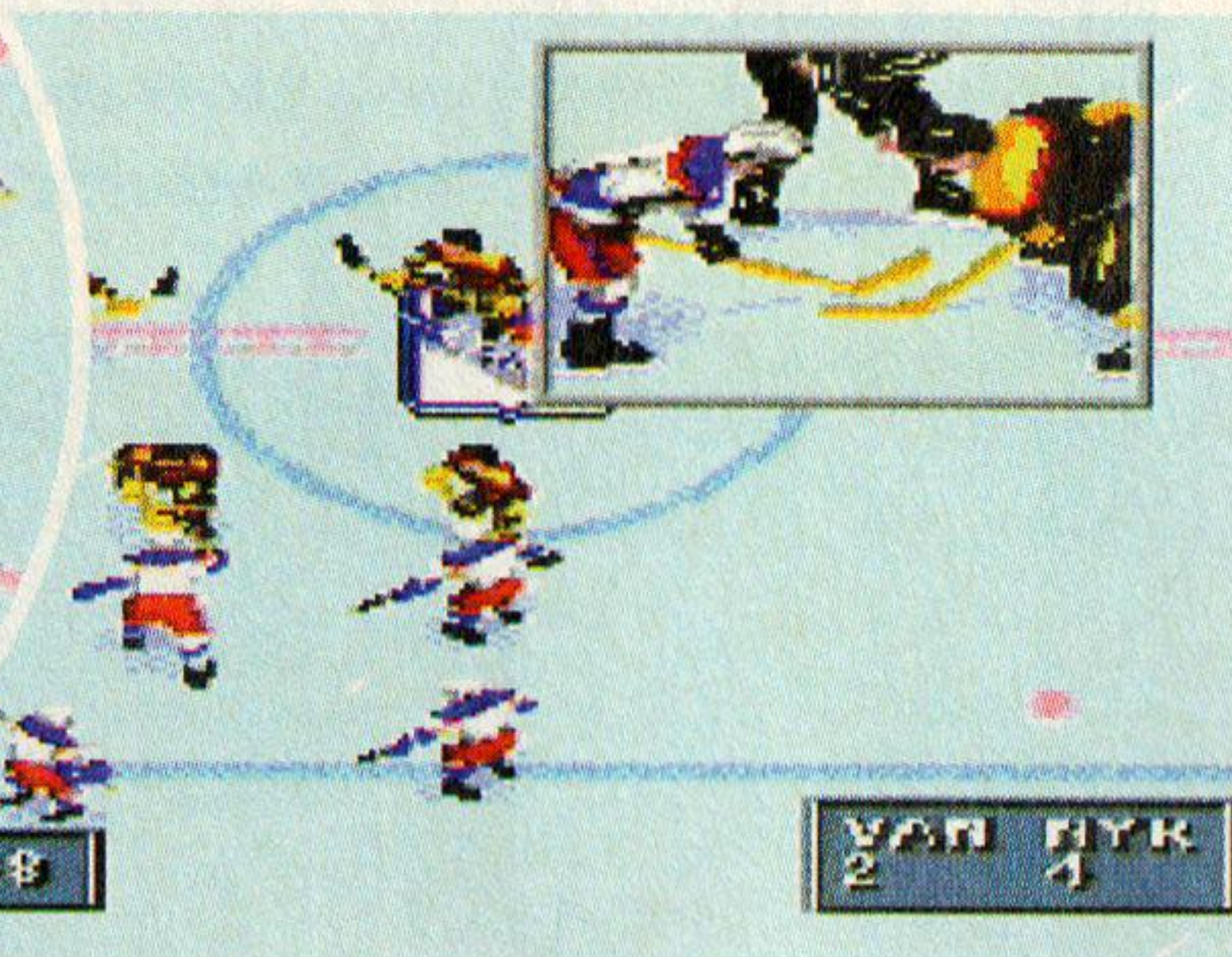


NHL '95 features all manner of new player skills including fake shots, block shots and drop passes. In the option stakes the game boasts player creation, practice mode, season play, league leaders and player trades. The biggest addition for all die hard hockey fans is the inclusion of 1993 -94 NHL rosters and player ratings. We all love the opportunity to get lost in statistics don't we? Don't we??

Still, if it's in the game, it's in the game. It's bound to be great, they always are.



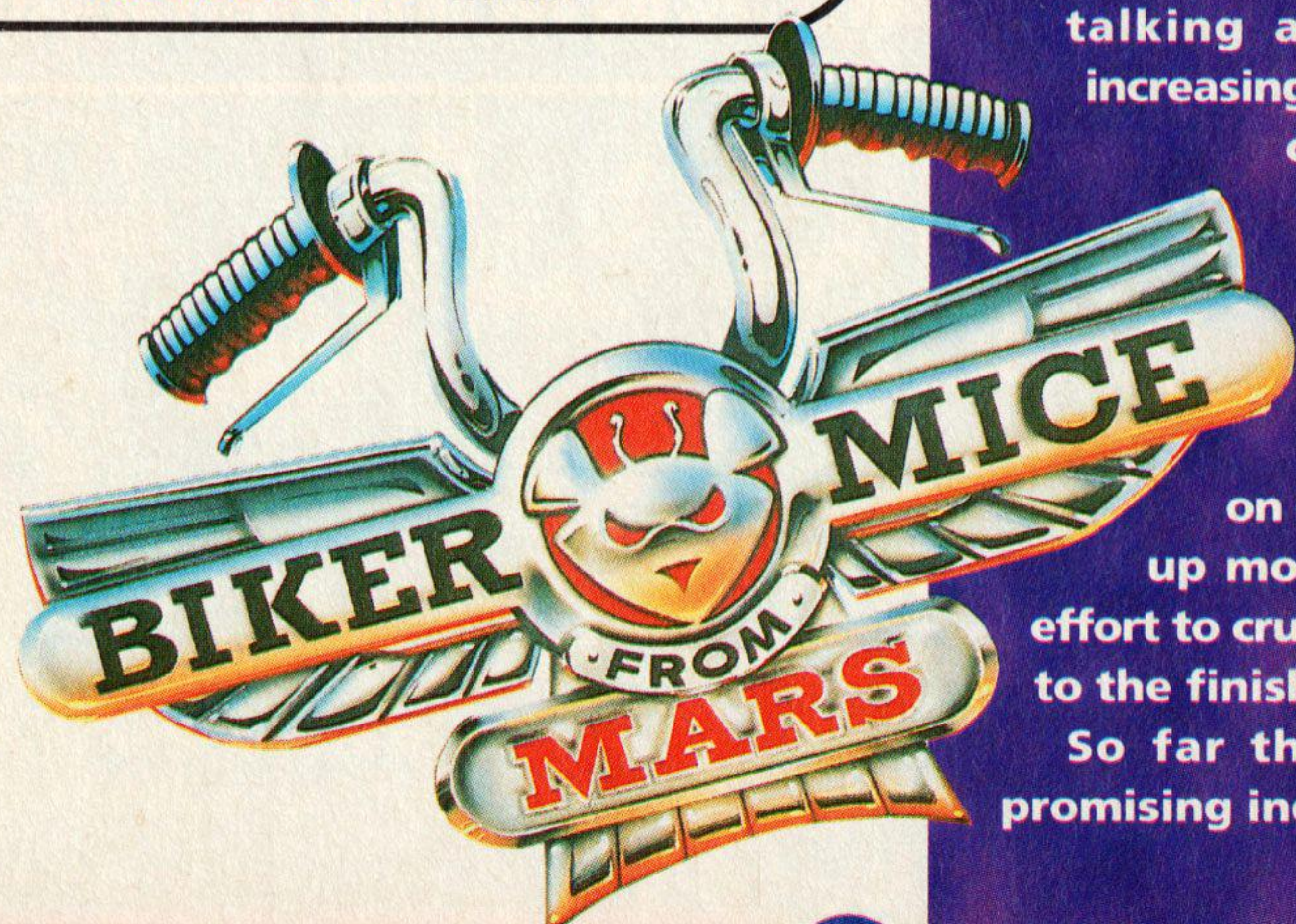
The face-off screen inset is there, and...



... so, thankfully are the goals!

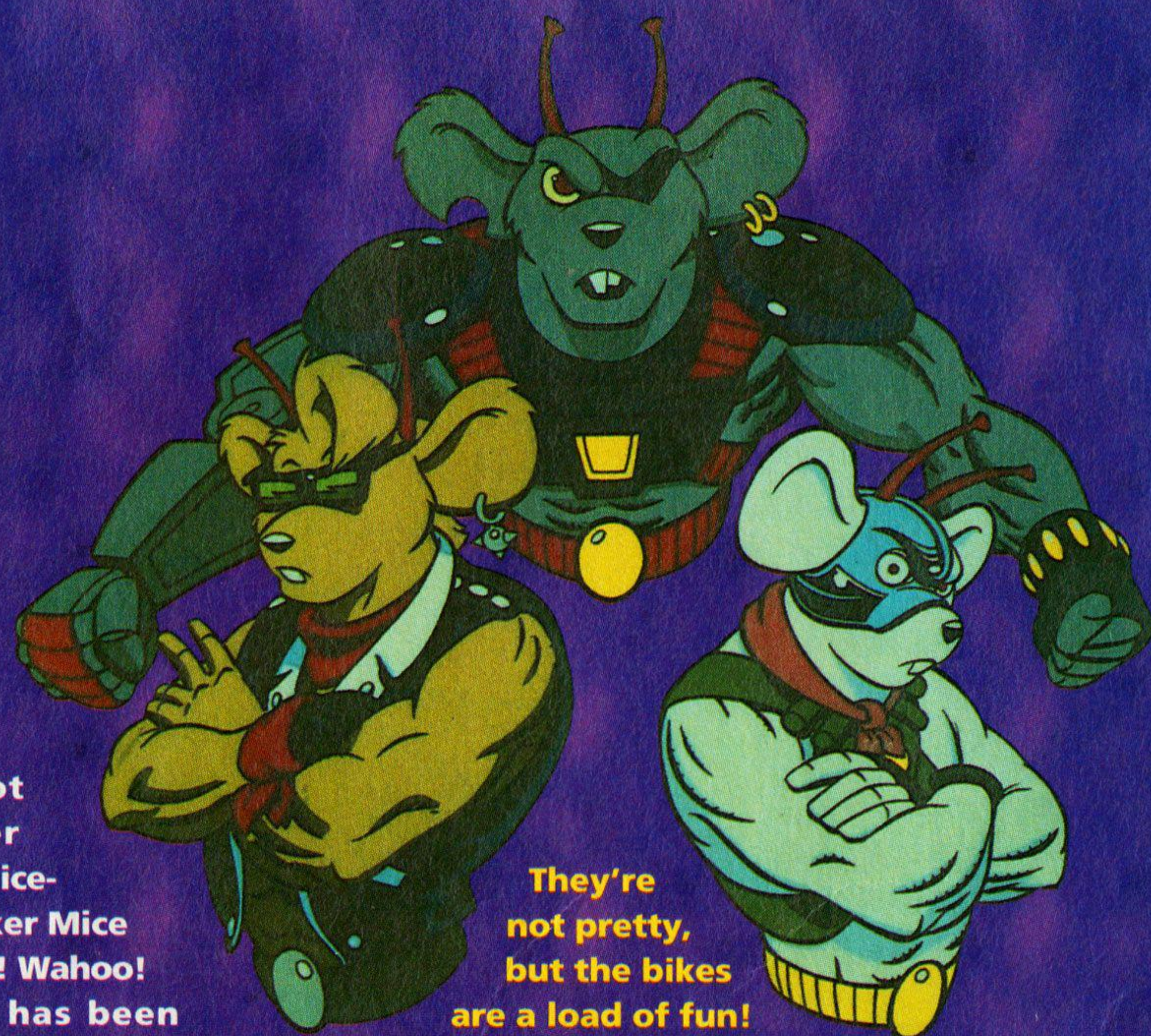
BIKER MICE FROM MARS

For ► Super Nes
From ► Konami
Release ► TBA



They're supercool and they come from Mars. No, we're not talking about the ever increasing range of Mars ice-creams – the Biker Mice are here! Yipee! Wahoo! Their planet has been invaded by an evil alien Limburger, who's a bit of a git and has now set his sights on earth. Climb aboard your souped up motorbike and hit the road in an effort to crush Limburger and beat all others to the finish line. Okay?

So far this racing licence looks very promising indeed. There's a good variety of



They're not pretty, but the bikes are a load of fun!

racers and the bikes handle very well, even with the strange perspective.

If the popularity of the TV show is anything to go by, Konami may just have one of the year's surprise hits on their hands. As always, *TOTAL!* will be the first to review *Biker Mice From Mars* as soon as we can get our grubby little mitts on it.

NBA LIVE '95

For ► Super NES
From ► Electronic Arts
Release ► TBA



Still level after extra time, the two finalists decided to settle things with a game of five aside footy. They weren't much cop.



We don't know why it's got *Live* in the title but at least it rhymes, I suppose. Yep, EA's NBA series continues next year with this greatly improved basketball sim. These upgrades are starting to become a bit of an annual event, but this time around EA reckon they've got an all-new, better-than-ever cart on their hands. Let's hope so.

As you scroll side to side, the 'camera' angle alters to show the best action.

The most prominent difference is in the game perspective which has been changed from the traditional side-on view to a 30° court view for better vision and minimal player overlap.

As usual, all 27 NBA teams are in there with their own play styles as well as two All Star teams and four custom teams. The game

promises all-new player animation, TV style graphics and presentation, and more options than ever before. Sounds like good value

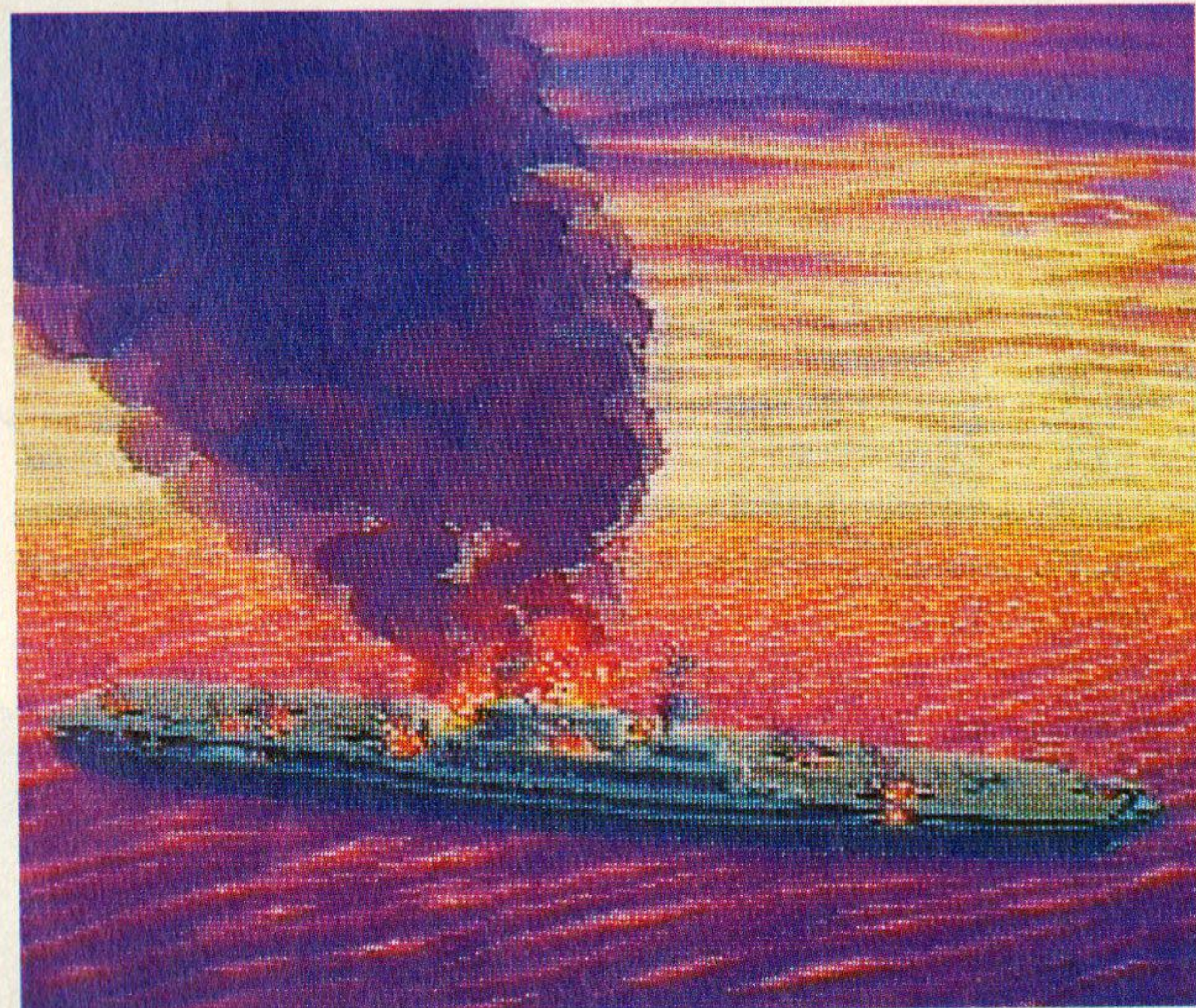
NBA Live '95 isn't quite finished yet, but we'll be bringing you a full, in-depth review next month, fingers crossed.



So which team is attacking? I dunno!

CARRIER ACES

For ► Super Nes
From ► Gametech
Release ► December

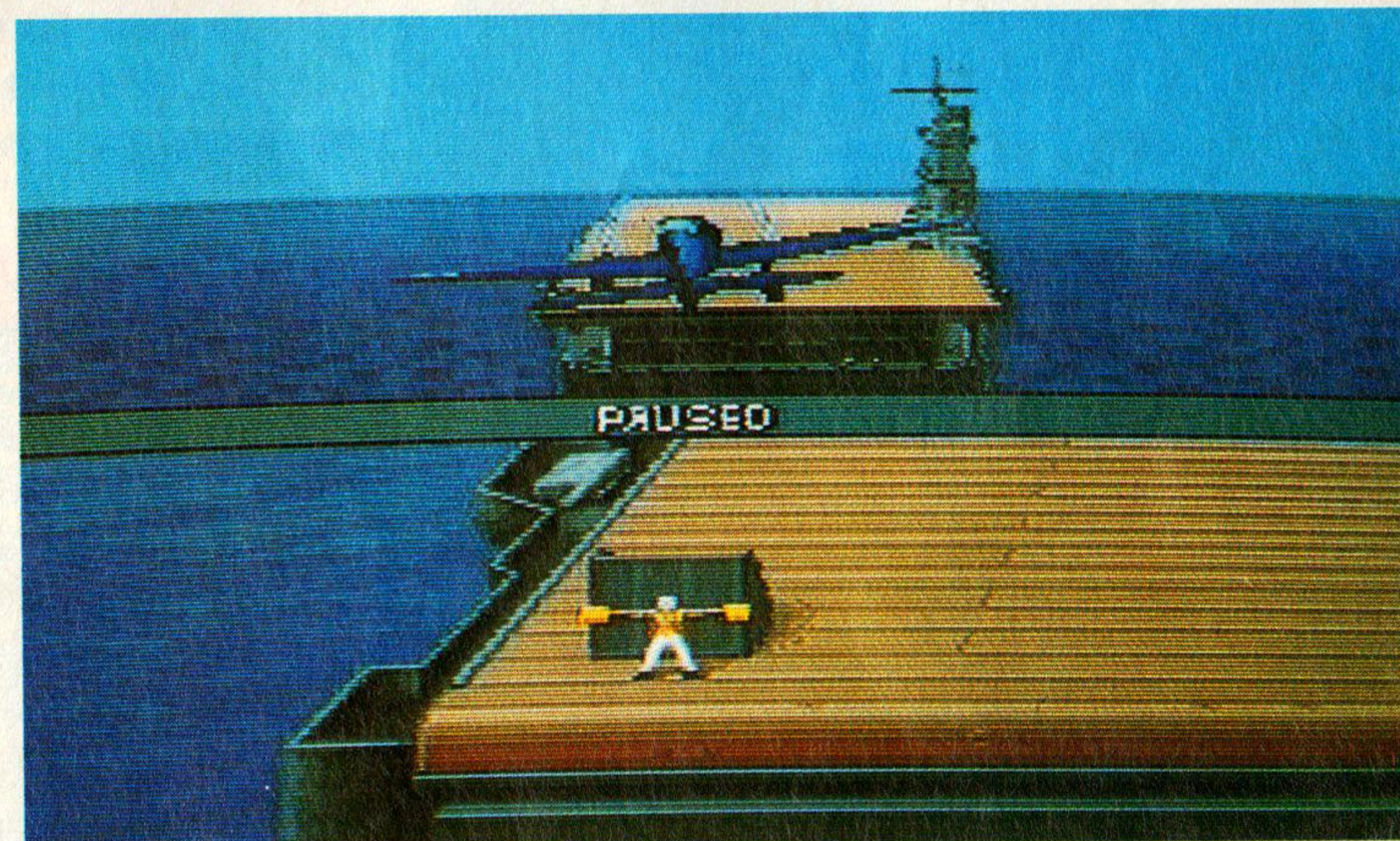


The press release for *Carrier Aces* claims that war has never been so much fun!

Odd that, because *Cannon Fodder* claimed the very same thing in our preview just two issues ago. Still, plagiarism aside, what's *Carrier Aces* all about?

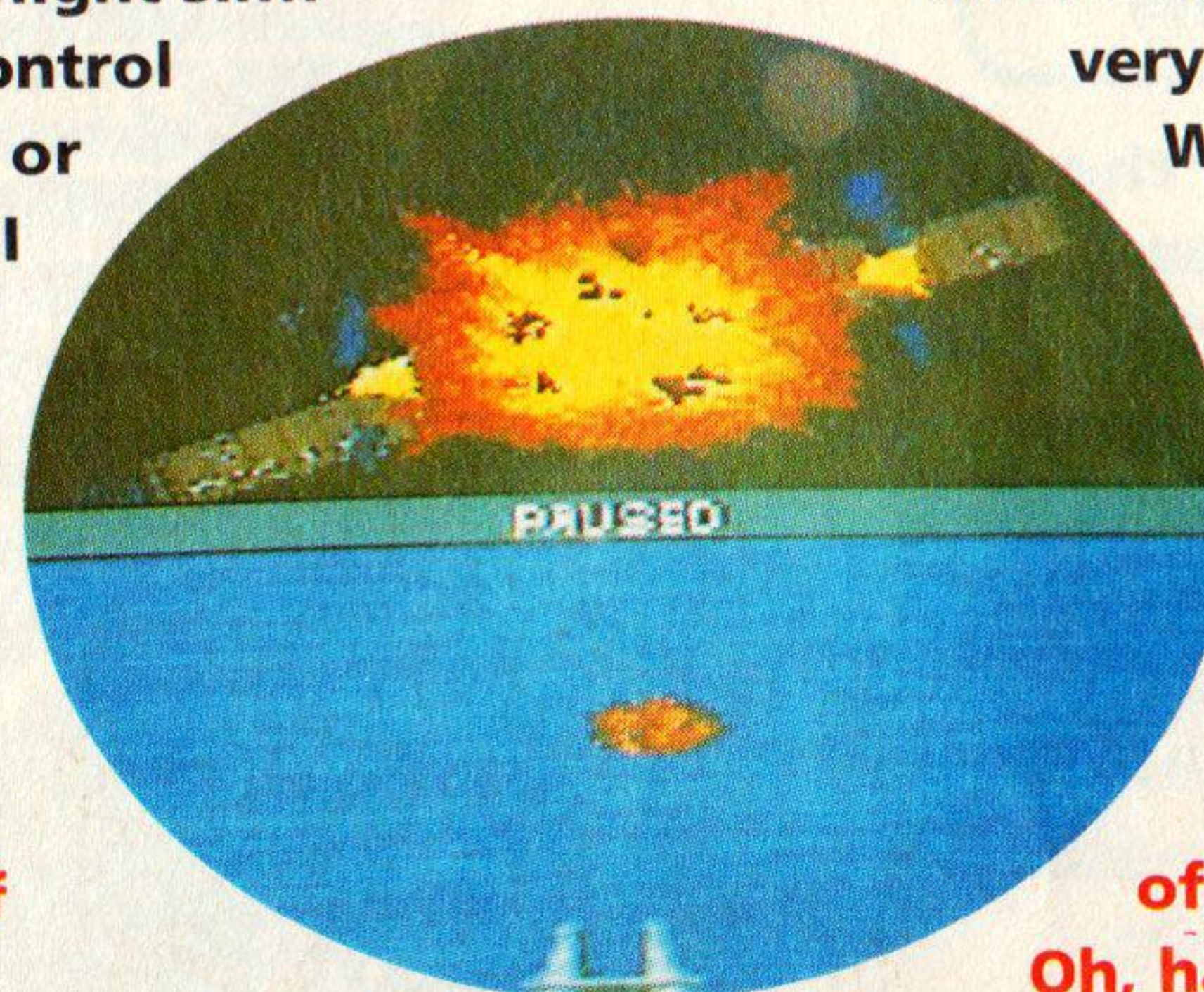
Well, it's something of a rarity for the SNES, a flight sim! Ooo la la! You take control of either a Japanese or American World War II bomber or fighter plane in this two player, split screen

Blowing things up has never been so much fun! If you like that sort of thing, I suppose.



Take-off is pretty tricky, but once you're flying, it's plain sailing. Erm...

shoot-'em-up. With Mode 7 and a choice of four planes *Carrier Aces* should prove to be a welcome addition to the SNES's very thin flight sim catalogue. We'll hopefully be bringing you a full review next month. Don't miss it!



Blowing things up has never been so much fun! If you like that sort of thing, I supp... Oh, hang on a minute.

A LOOK AT '95

With all the top games coming up over the next month or so you'd have thought that things would slow up a bit in '95. Not so, there's absolutely loads of great stuff in the pipeline so we thought we'd give you a little glimpse into what you should be saving your Christmas money for. Here goes!

AKIRA

From ► THQ

Based on the cult film of the same name, *Akira* takes you on a journey to the 21st century, 30 years after a nuclear war.

The game incorporates five different styles of gameplay and a choice of two characters. Expect big things early next year.



Strange but true: *Akira* features the world's first fully ceramic motorcycle.

TRUE LIES

From ► Acclaim



Not the most timely release in the world but hopefully a darned sight better than *The Last Cacktion Hero*.

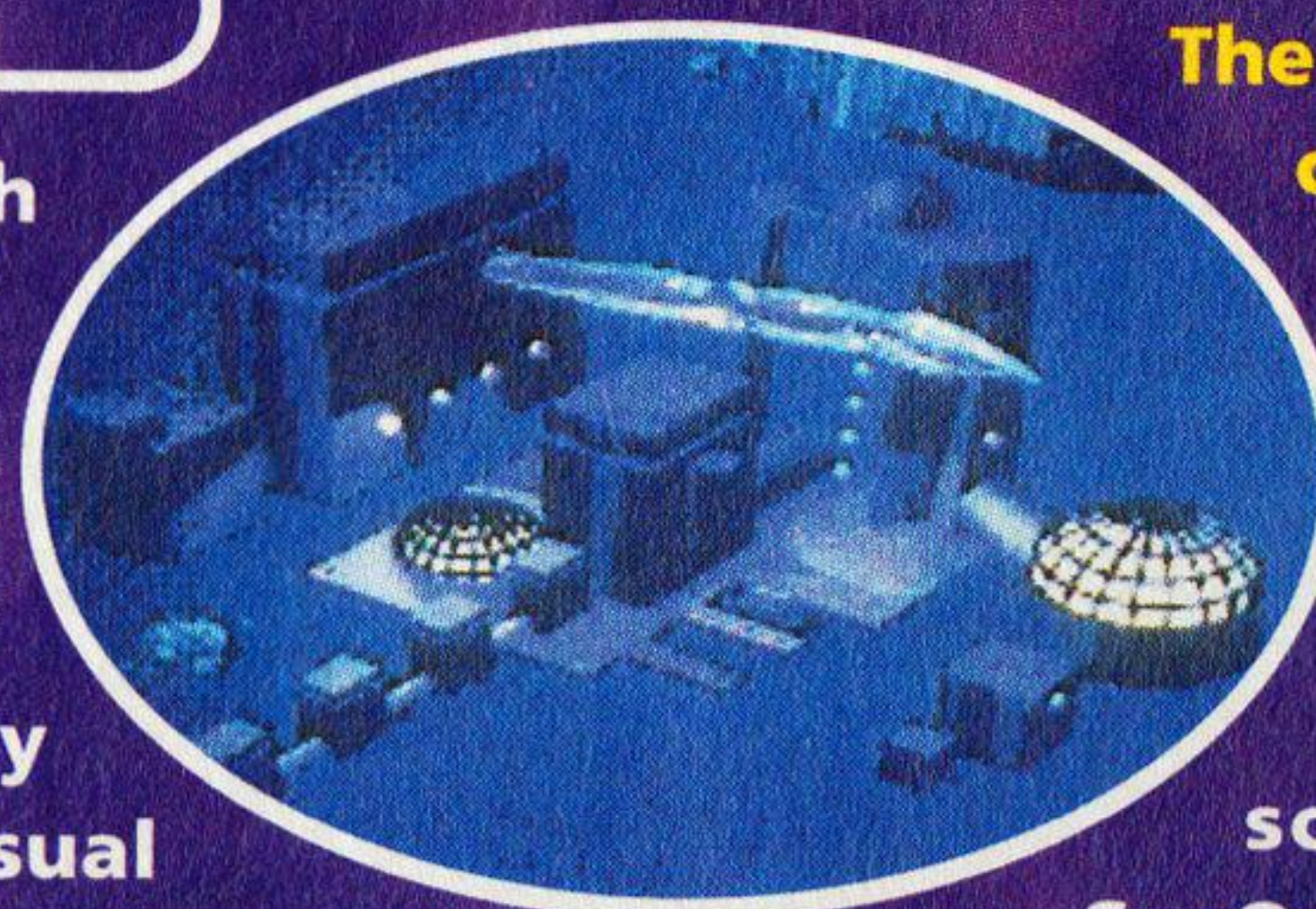
Arnie will be slaughtering baddies a plenty when this film licence gets its release at the end of January.

SEA QUEST DSV

From ► THQ

From the future, beneath the surface comes the conversion of Steven Spielberg's highly rated TV series, *SeaQuest*.

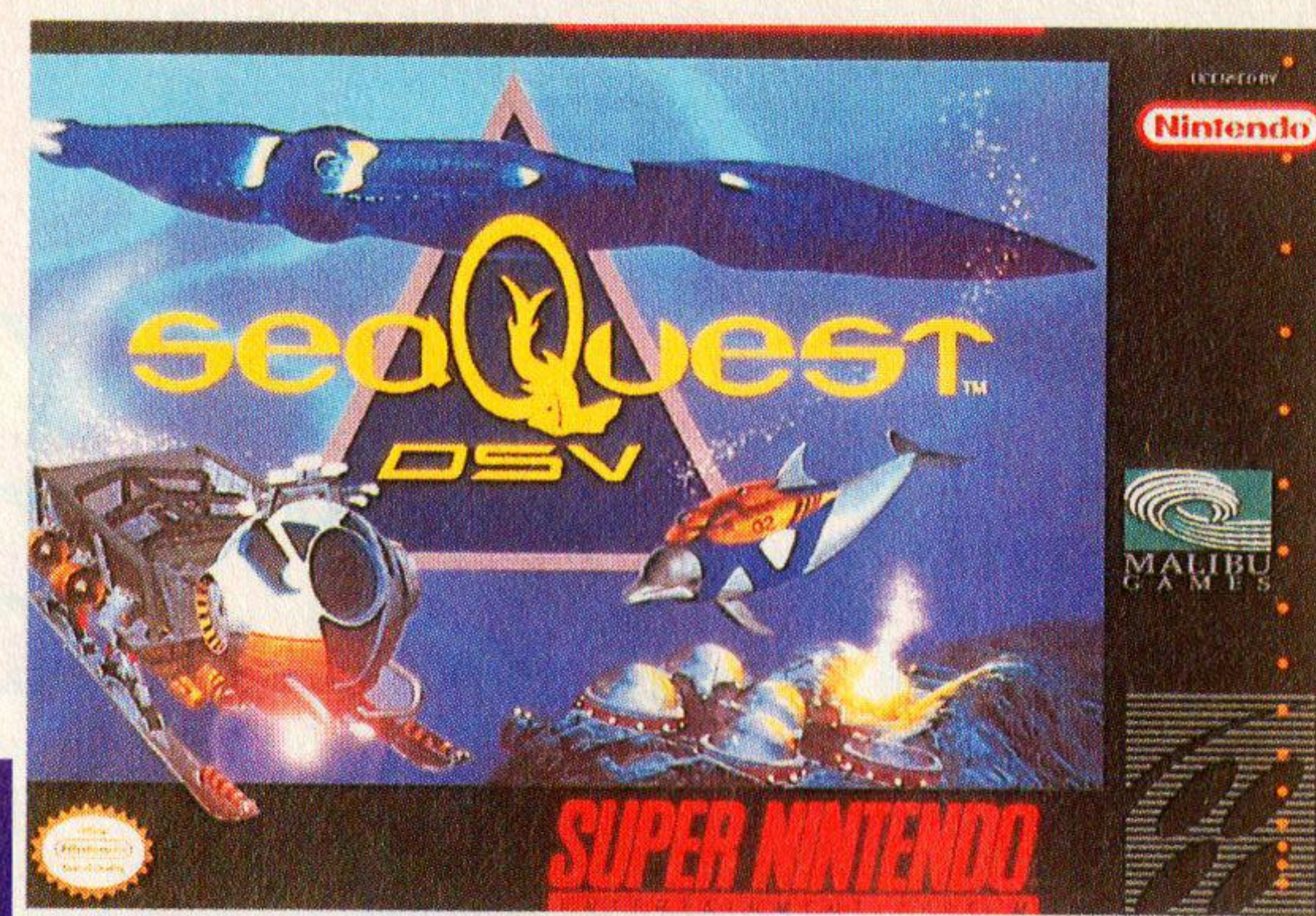
The creators tell us they have used underwater visual effects and game vehicles taken from the actual Amblin Entertainment



The style of the SNES game is very close to the TV show. Let's hope the gameplay matches up, too.

computer graphic files used in the series. Blimey!

These are the first ever screen shots of the SNES game *SeaQuest DSV*, which is due for a UK release from THQ in February.



URBAN STRIKE

From ► THQ

The sequel to the sequel to the massively successful *Desert Strike* is in development even as you read. *Jungle Strike* hasn't even been released yet so it looks like THQ are trying to steal its thunder.

Urban Strike takes you away from the desert and the jungle to most major cities in



Nothing would give me greater satisfaction than bombing seven shades out of the US.

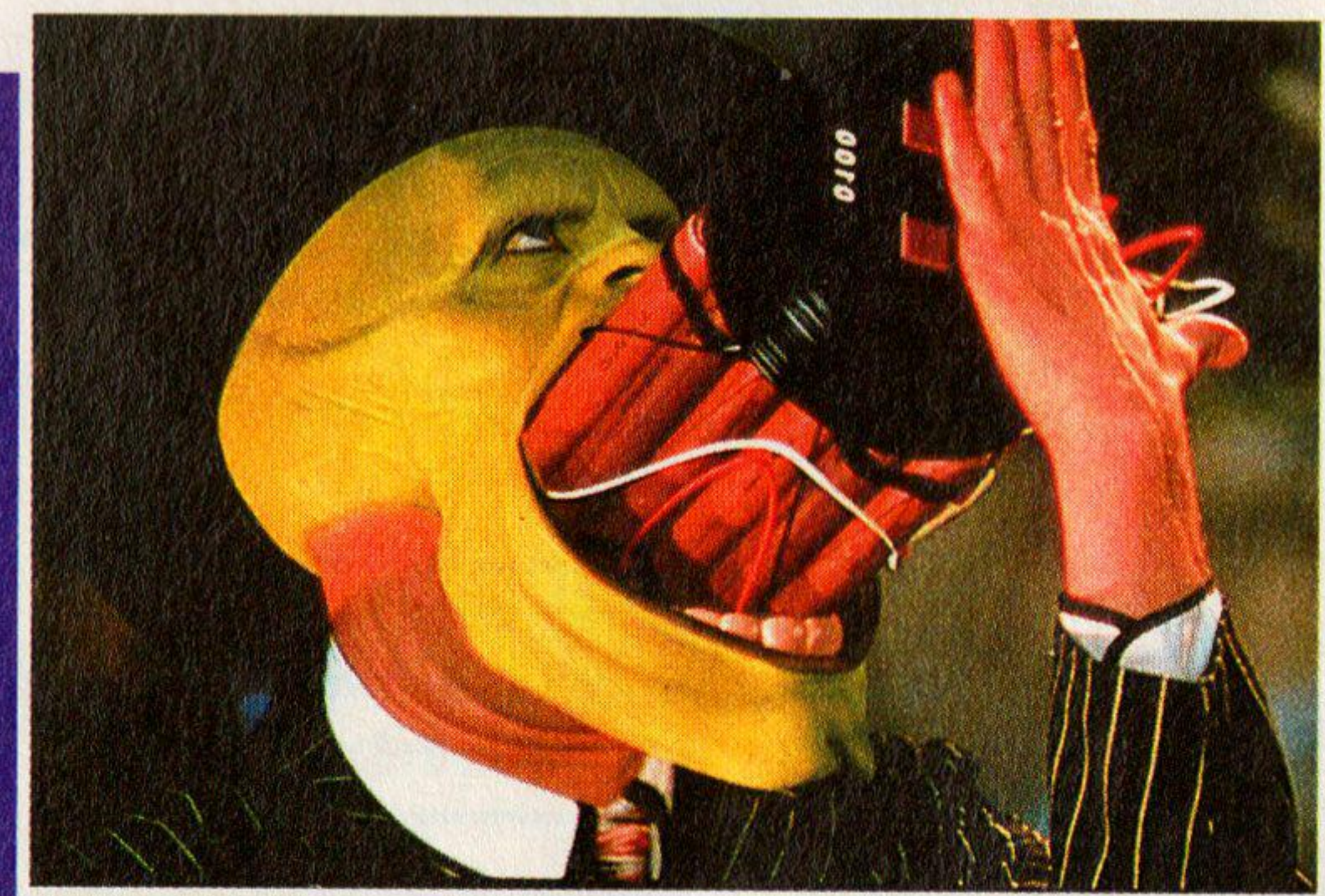
the US and promises to be better than either of its predecessors. We'll have more info soon.

THE MASK

From ► THQ

As reported last month, the popular Dark Horse Comics Superhero, *The Mask* is coming to the SNES next year.

As in the film Stanley Ipkiss uncovers an ancient mask which transforms him into a wise-cracking, indestructible superhuman. So far we know the game has seven levels, incorporates state-of-the-art morphing graphics and will be released next Easter.



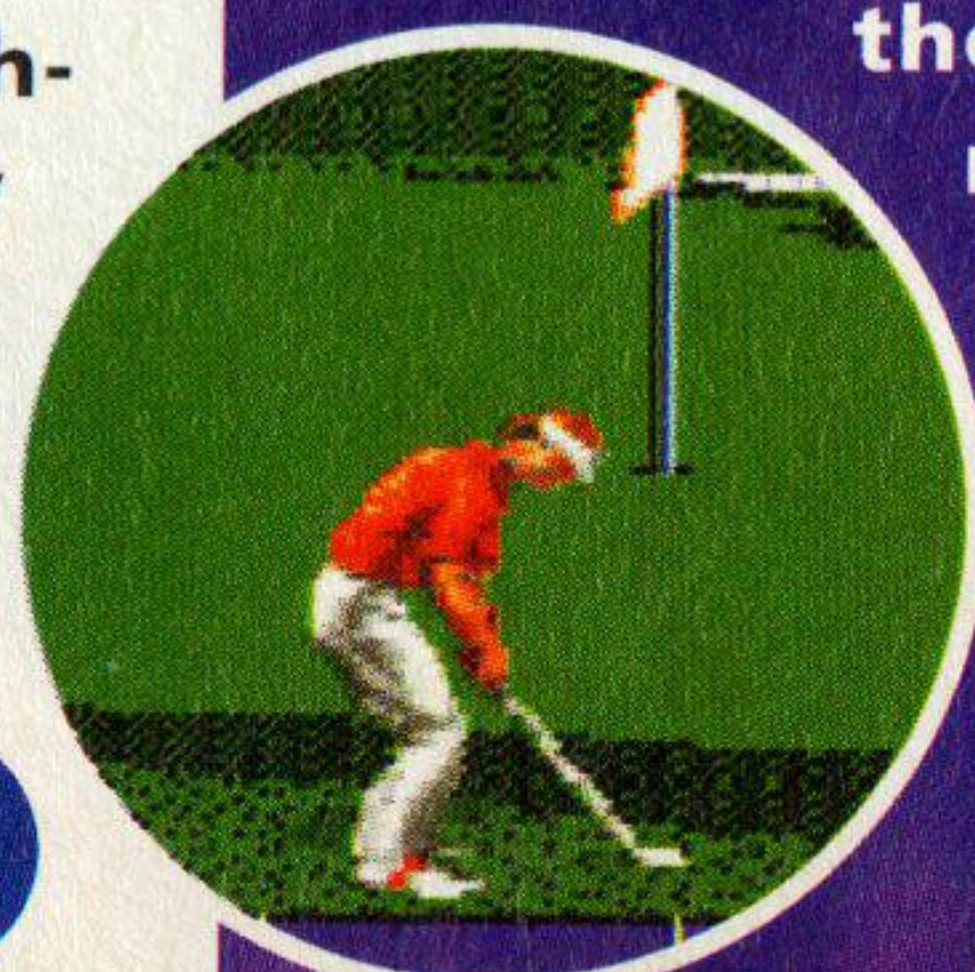
Have you seen the cartoons of Andy Dyer? Haaaaaaaaaaaaaaaaaaaaa! (Stop it! Andy)

PGA European Tour

From ► THQ

Following on from EA's hugely popular PGA series comes *PGA European Tour* for the SNES next year.

Already a hit on the Mega Drive, the SNES version promises more features and improved graphics so it should be a big hit. Watch out for a work-in-progress feature.



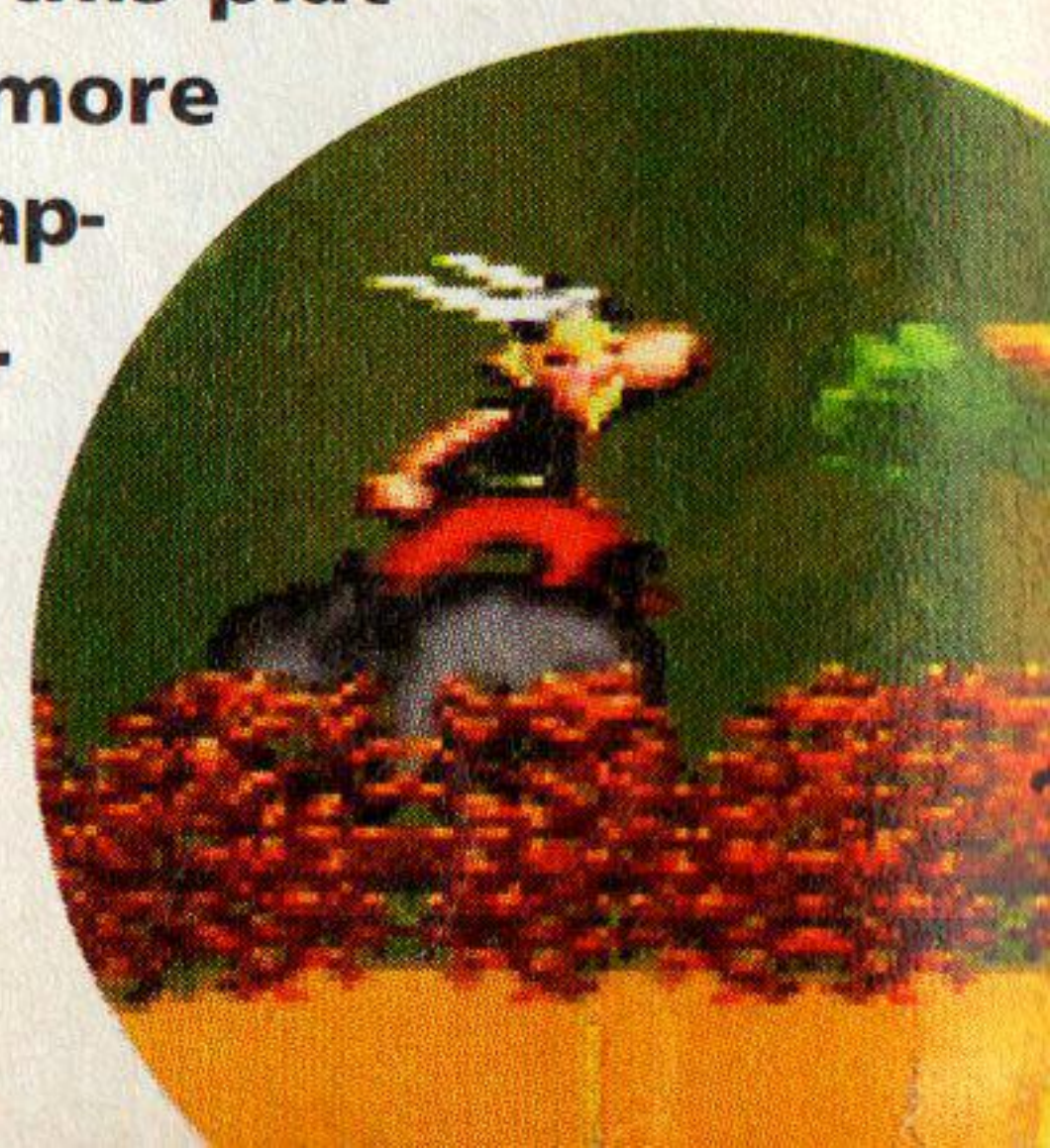
OBELIX

From ► Infogrames

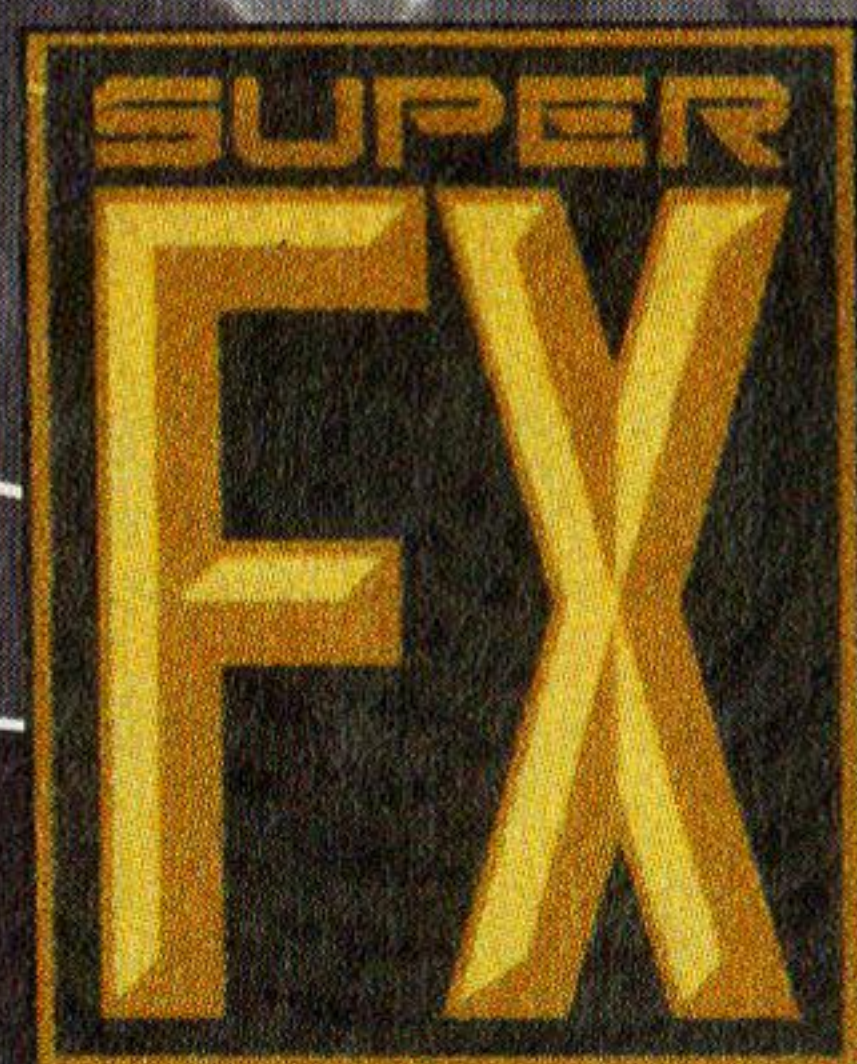
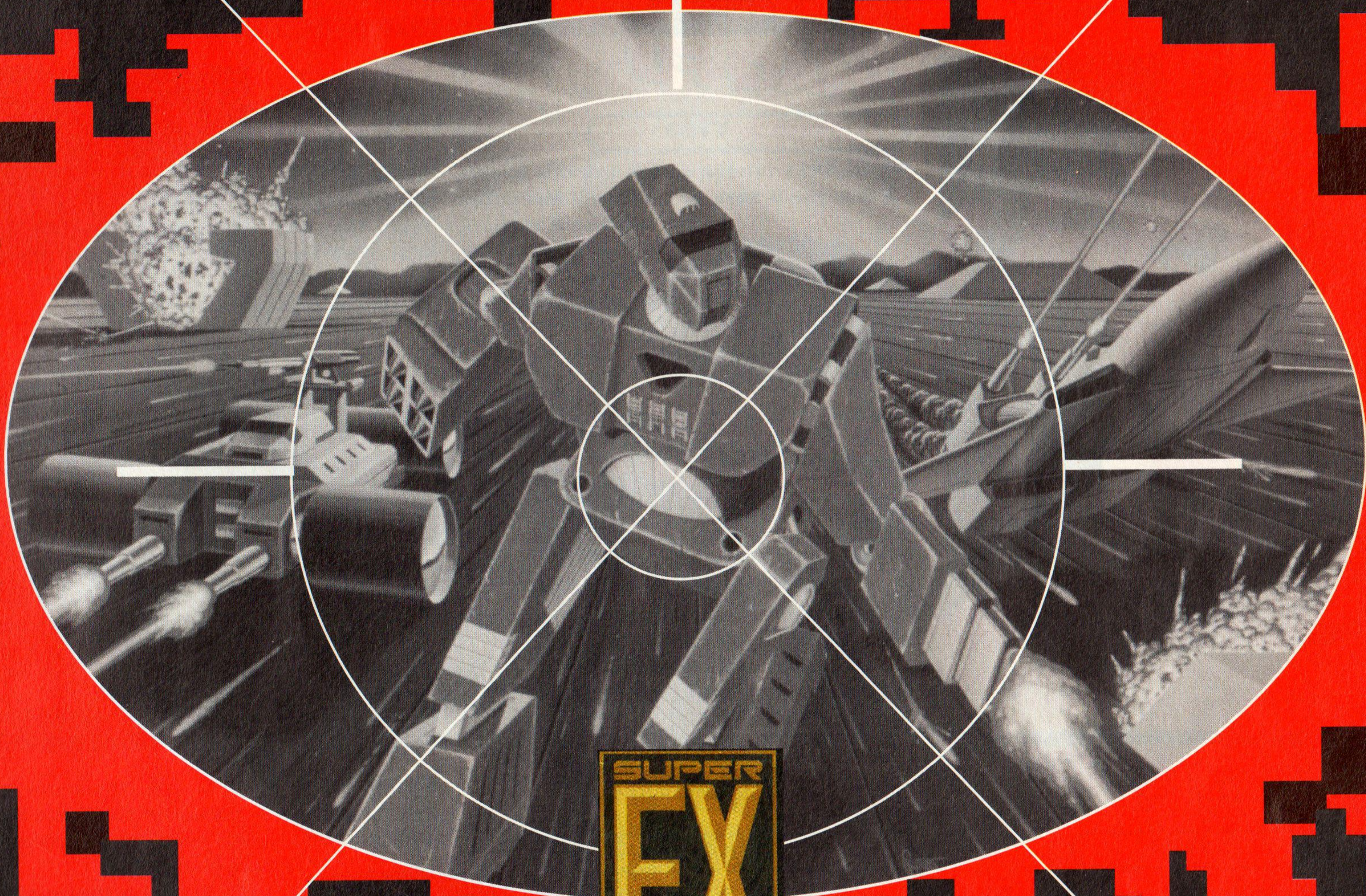
Even as you read these pages tucked up in bed with your cup of Oveltime Infogrames are busy trying to complete *Asterix 2* in time for a March release on the SNES.

Provisionally titled *Obelix*, this platformer promises to be a bit more of a challenge than the last disappointing outing. Let's hope so.

Await the return of the mighty Gauls! (Bloody frogs! Andy)



VORTEX



A STORM'S COMING



VORTEX - 93 %

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS



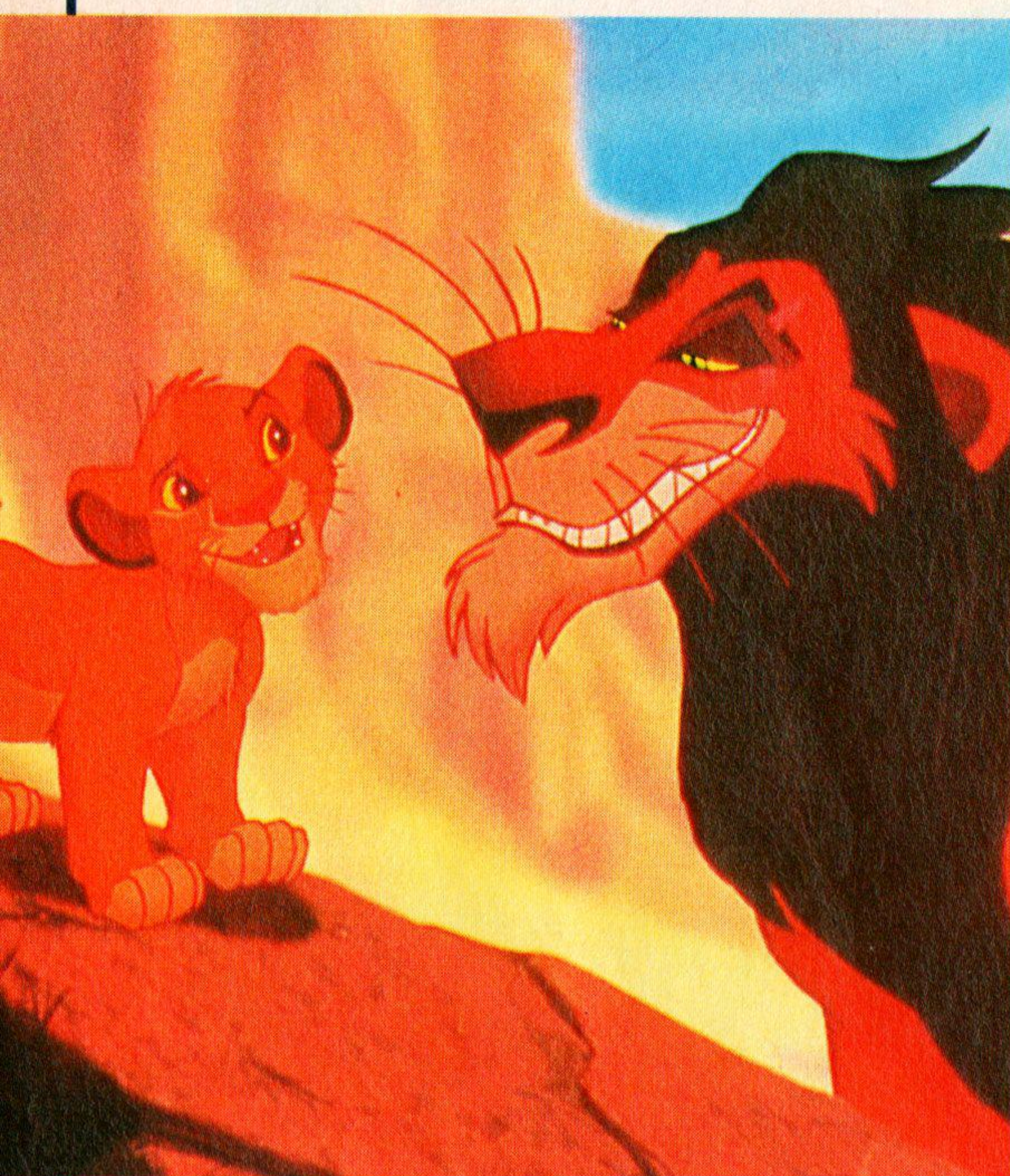
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LION KING

From ► Virgin

The SNES version of this Disney smash is already out and reviewed on page 66. And what a stonker it is too!

It was inevitable then that a Game Boy version would come along sooner or later. According to our source, it'll have all the charm and playability of its big brother and should be released in February.



Go on, Andy. Let me do the "Well I just can't wait to be King!" caption. (No. Andy)

URBAN STRIKE

From ► THQ

Yep it's coming out on the Game Boy as well! For an idea of just how good this fly-around-blaster will be check out the *Desert Strike* review on page 82.



Greasy diners will trouble you no longer when *Desert Strike* hits the 'Boy.

PGA European Tour

From ► THQ

There aren't too many decent golf games on the Game Boy so this may well prove to be the best of the bunch judging by EA's track record.

We haven't managed to get a sneak peek yet but if the SNES version's any guide, you can be sure it will play like a dream.

Let's hope that the Game Boy version lives up to the quality of the SNES's great golf games.



SHAQ FU

From ► THQ

The SNES version comes out this month but you'll have to wait until March for the hand-held version. From what we've seen so far, the slick animation



What is it with these basketball stars?

has been faithfully converted from the original. We'll have more news on this potential smash next month.



One whiff of fame and they reckon they're *Street Fighter II*.

MICHAEL JORDAN Chaos in the Windy City

From ► THQ

We'll be reviewing the SNES version of this bounce-'em-up next month, but in the mean time I'm off to the loo with a fair amount of Chaos in my Windy Bottom. Expect a review (of the game) in February.

See what I mean? Here's another basketball so-called star with ideas above his station!



NHL HOCKEY

From ► Electronic Arts



This we're dying to see. There are no decent hockey games on the Game Boy and who better to address that sorry state of affairs than EA?

Expect a thoroughly realistic, well-animated hockey feast around next Easter.

Fooled you again! These aren't Game Boy screen shots, but it does promise to be a looker!

AKIRA

From ► THQ

We've only heard dribblings about this conversion so far, but we reckon it'll be pretty similar to the SNES version previewed on page 30.

We'll give you a full preview in our February issue so until then, byeeeee!

Oh bugger, I don't suppose I can get away with a 'ceramic gun' caption? (No. Andy)



Disney's THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.



Disney
SOFTWARE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

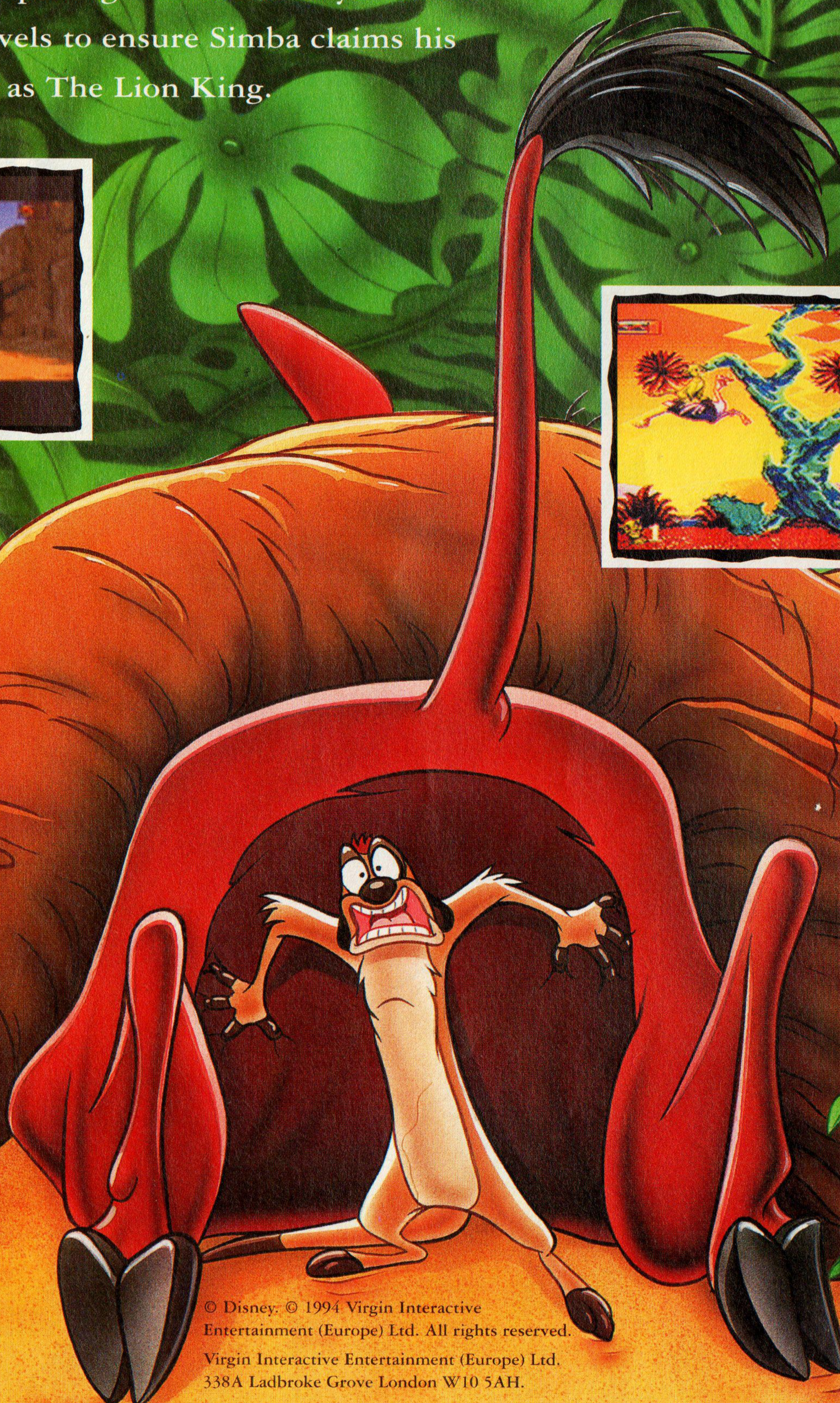
Nintendo

GAME BOY

Virgin

Disney's THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.



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Virgin Interactive Entertainment (Europe) Ltd.
338A Ladbroke Grove London W10 5AH.

Disney
SOFTWARE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo

GAME BOY

Virgin

REVIEWS

It's our birthday this month. How old are we? We're three! And look, to celebrate, here's a birthday cake, lovingly prepared by our Publisher, JIMMER! That's his present to us, but he also (in his own special way) *demand*ed that we give you miserable lot a present. So here it is! 24 brand spanking new game reviews! Not flippin' bad!

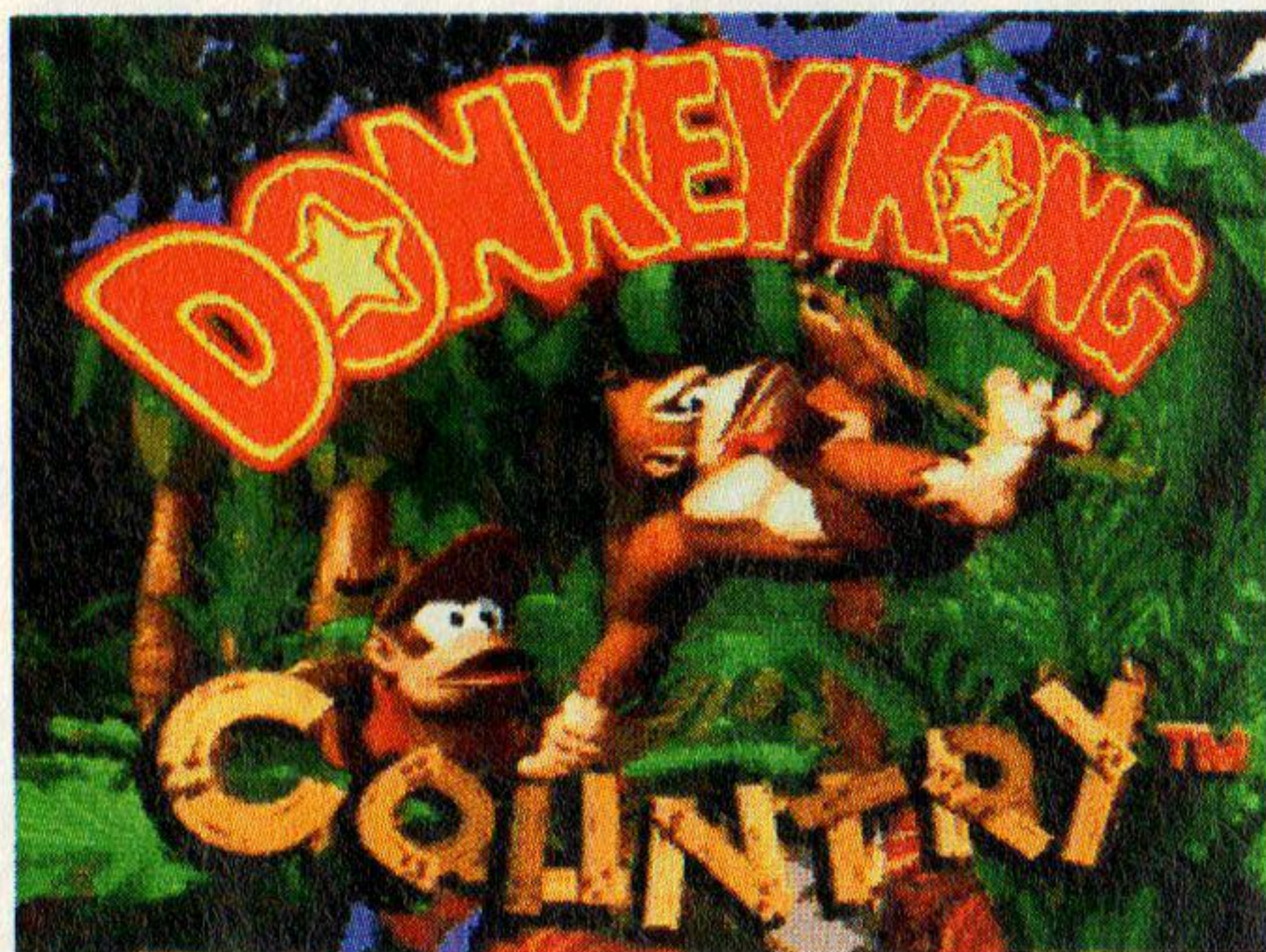
SNES

DONKEY KONG COUNTRY 36

Atko investigates what has been expected to be not only the finest platformer to date, but also the best game of the year. And then he goes and gives it the usual marks-out-of-a-hundred treatment.

STREET RACER 42

Josse likes driving decent games, and this is certainly a decent driving game! And it's some other things, too, like football and fighting and other boisy stuff. Blimey!



SUPER RETURN OF THE JEDI 44

The Jedi has certainly returned, but is it all that super? Check out Linda's treatment of JVC's new licence on page 44.

INDIANA JONES'S GREATEST ADVENTURES 48

Dr Jones has certainly had his fair share of adventures, but how does it translate to the SNES?

MICKEY MANIA 50

The world's most popular cartoon character gets another SNES airing.

SUPER DROP ZONE 52

Thicky Dyer gets down to some nostalgia in his top review of a very interesting game. Check it out! Wicked! etc.

GHOUL PATROL 64

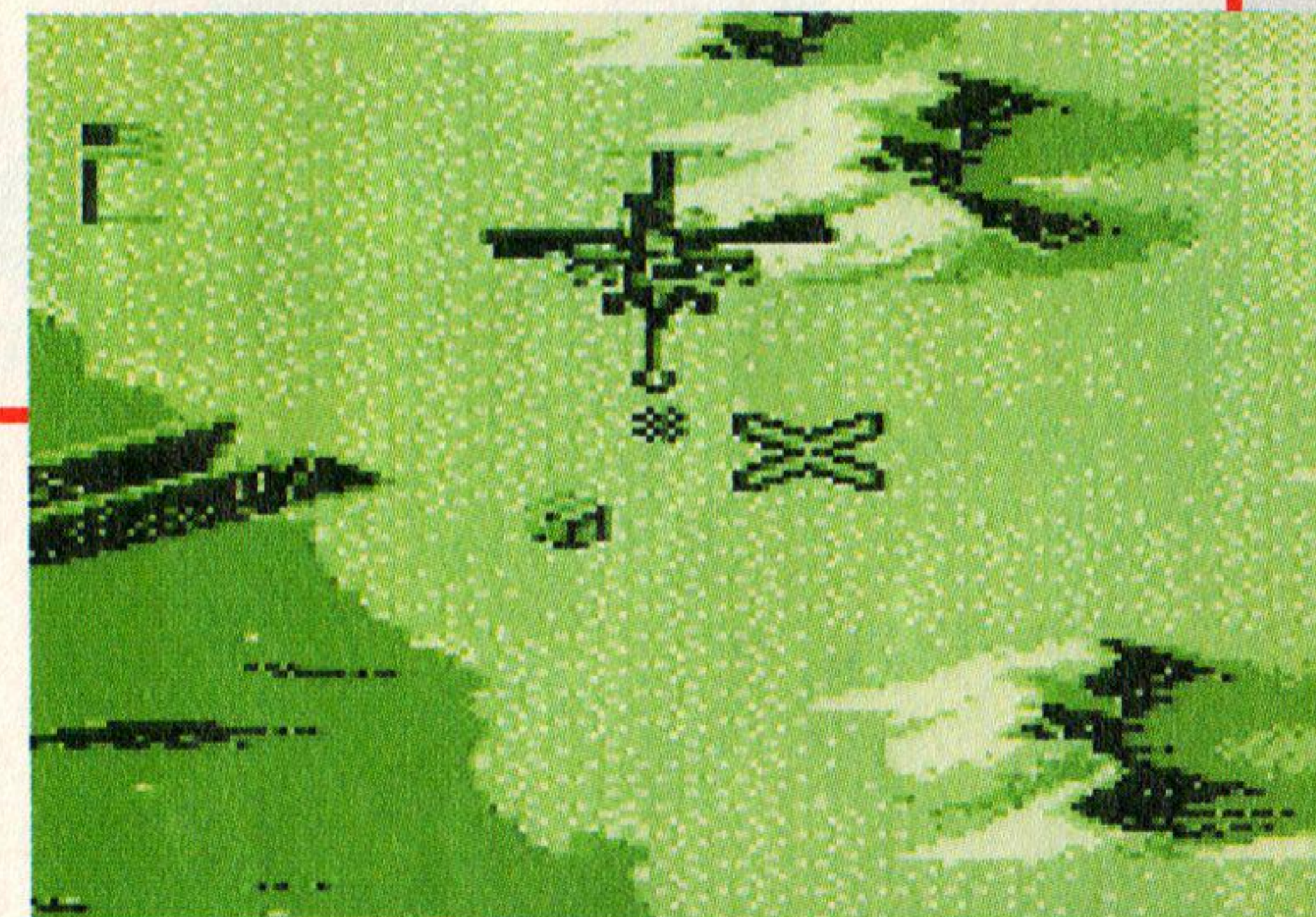
LION KING 66

JURASSIC PARK II 69

POWER RANGERS	71
ANIMANIACS	72
THE BRAINIES	73
SUPER MORPH	75
PITFALL II	76
SHAQ FU	77

Game Boy

MADDEN '95	80
DESERT STRIKE	82
LEMMINGS 2	84
DAFFY DUCK	87
TAZMANIA 2	88
DUCK TALES 2	89
JURASSIC PARK II	91
CHOPLIFTER 3	92
TINY TOONS SPORTS	94



Happy Birthday to me, squashed tomatoes and, er, wee... um, da, dee, da, da, tum, tee, tum, taaa... actually I think Birthdays have become far too commercialised. We should remember the religio...

You're thinking of Christmas, Thicky!

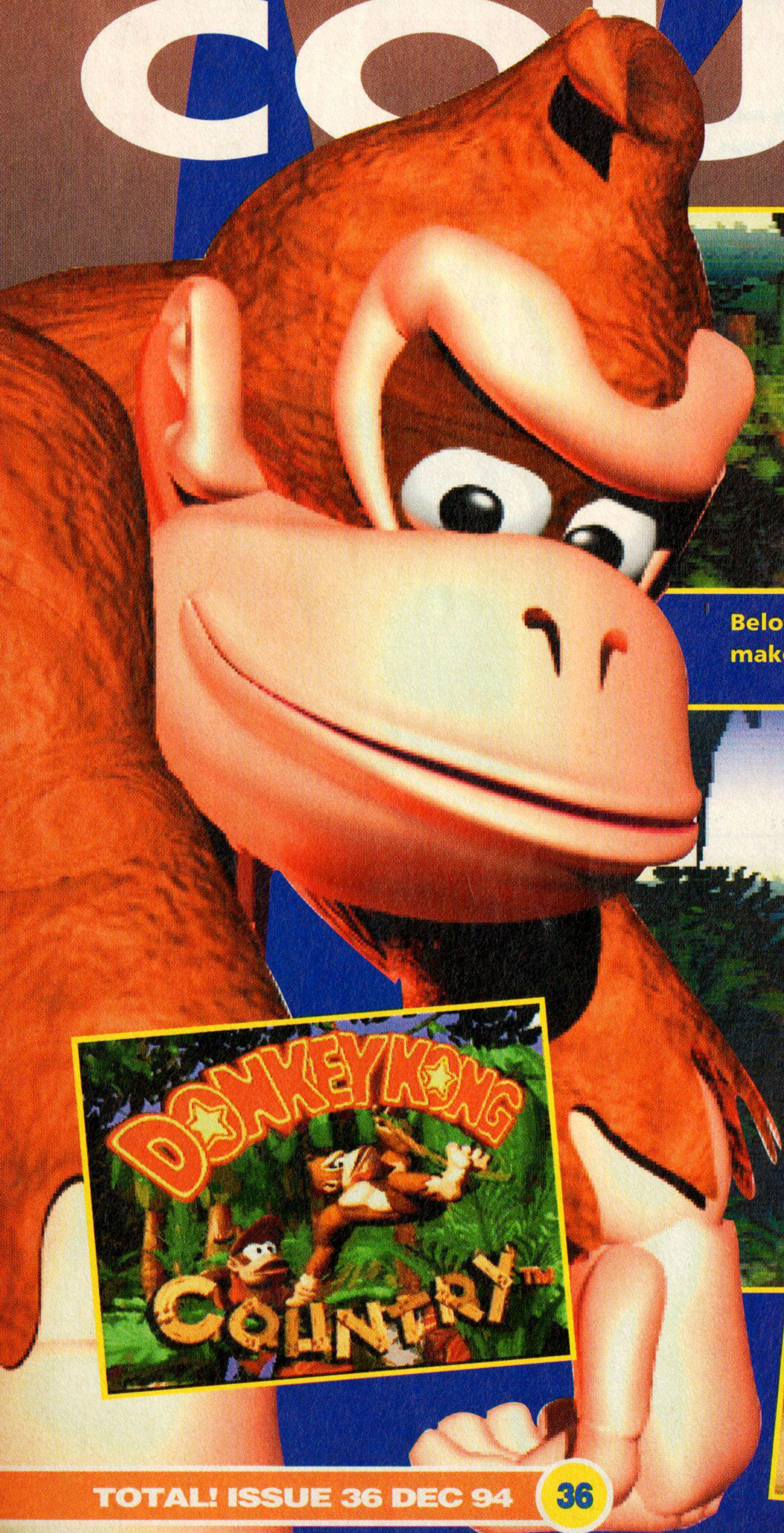
POOFF!

How bizarre. By some freak chemical reaction, the heat has made my nose quite hideously large.

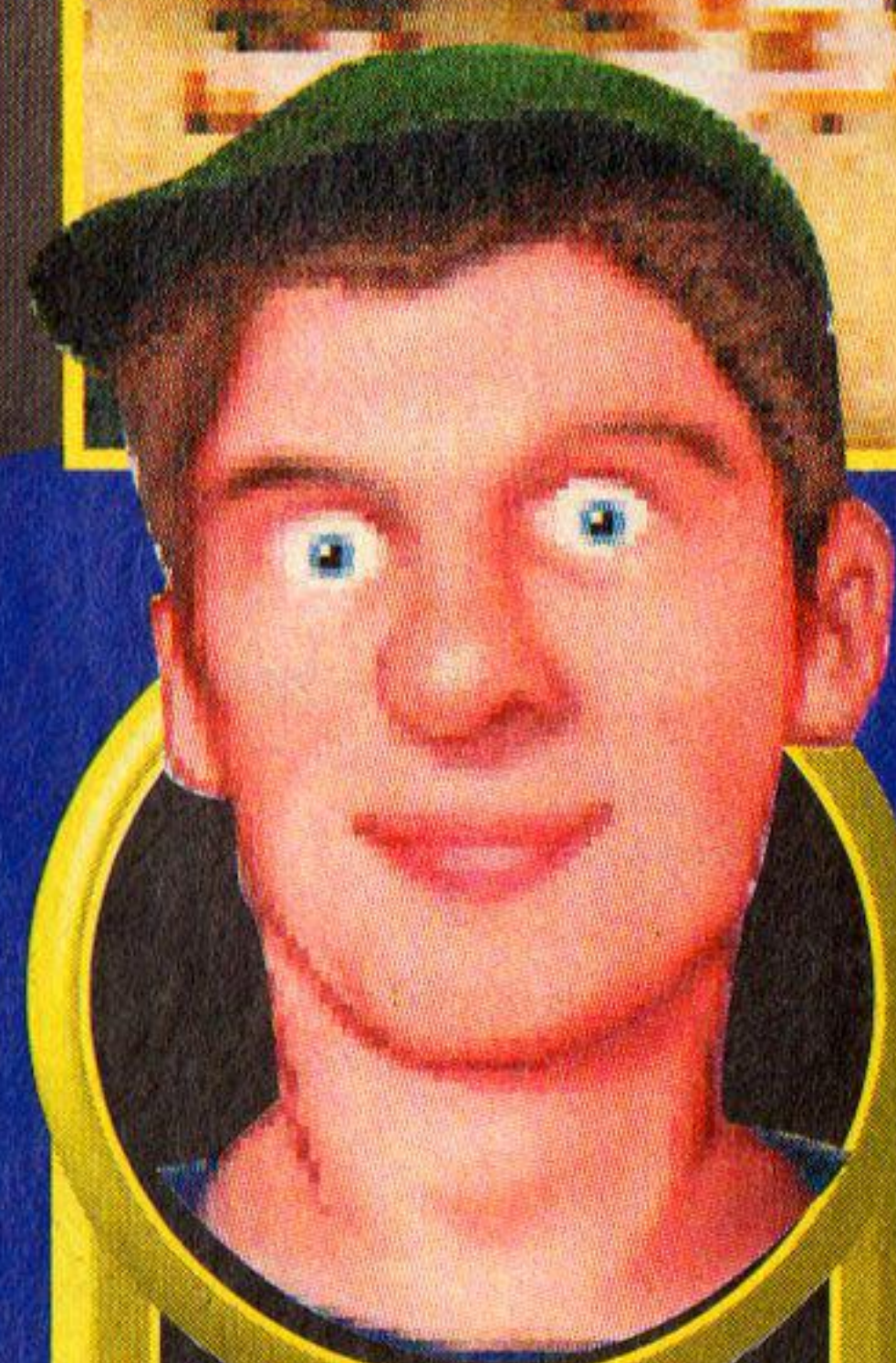
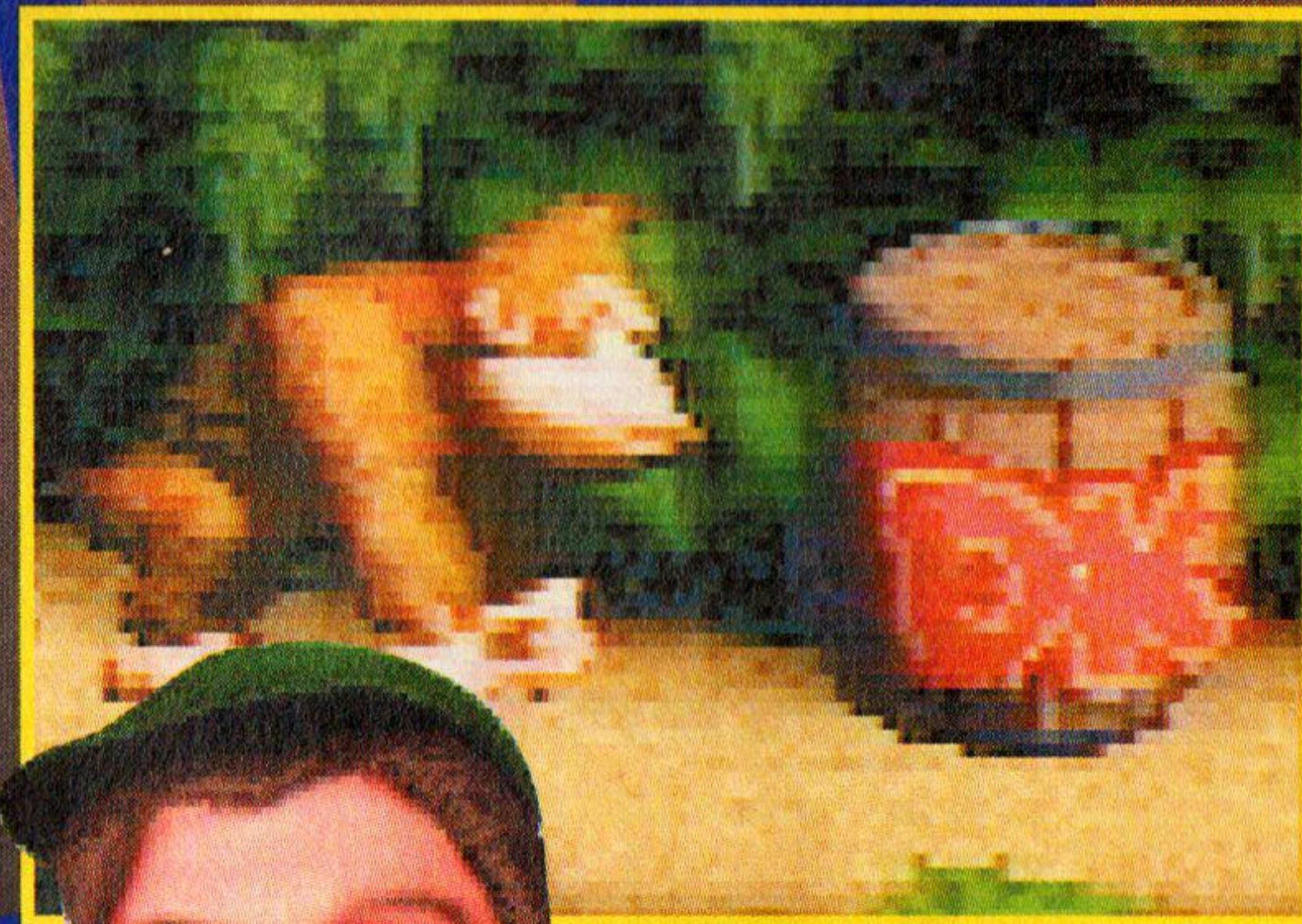
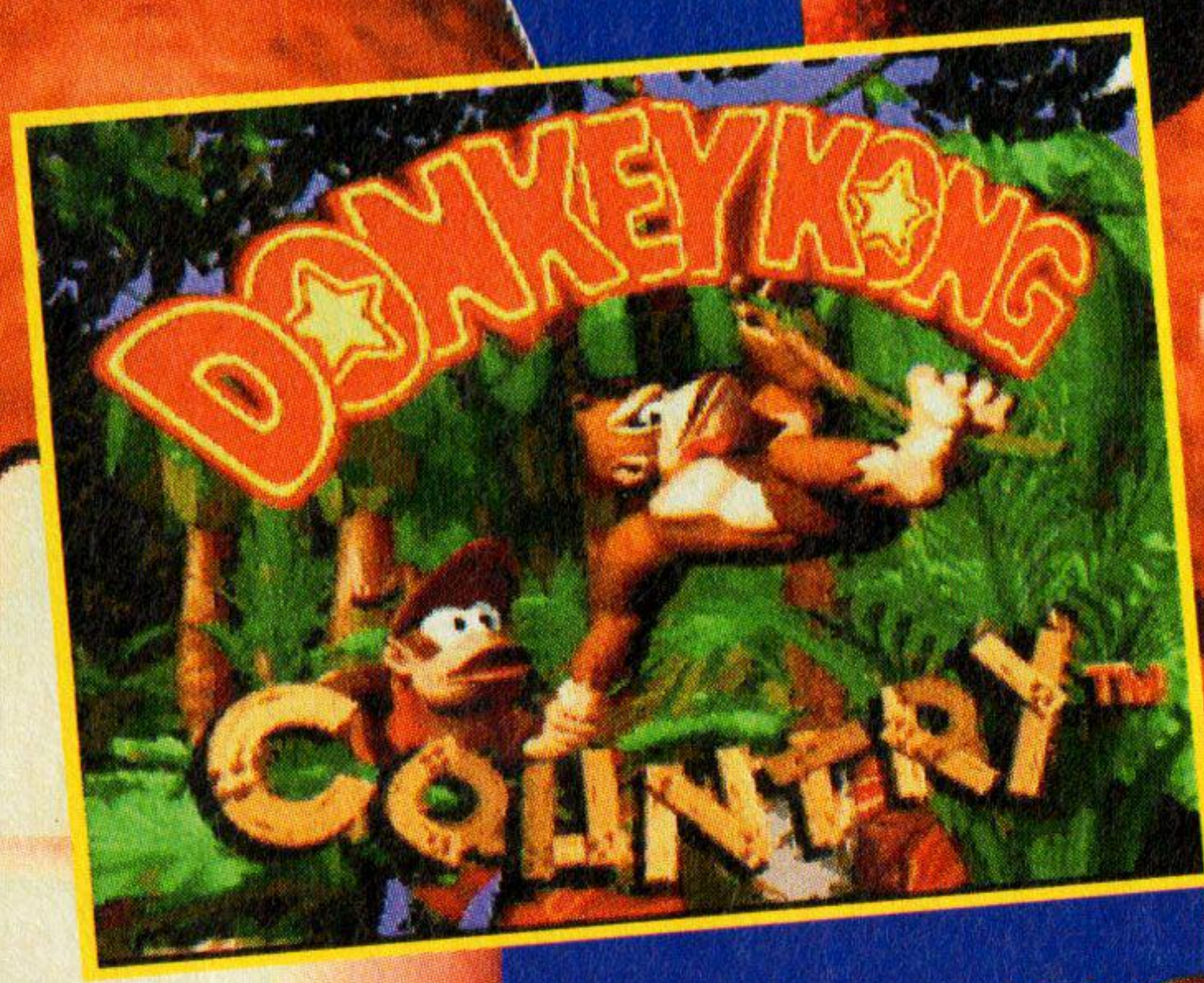
OH FOR CRYING OUT LOUD!

DONKEY KONG

COUNTRY



Below: Collect all the letters that make the word KONG to earn a life.



PLAYERS:
ONE
FROM:
NINTENDO
PRICE:
£59.99
RELEASE
NOVEMBER

Atko's gone ape crazy this month with the release of the long awaited and much hyped *Donkey Kong Country*.

Donkey Kong is one of the oldest video game characters knocking around. He was first conceived way back in 1980 in the massively successful arcade game of the same name. Since then numerous sequels have come and gone but none have created the same level of excitement generated by *Donkey Kong Country*. At last it's here! Plug it in, plug it in!

Unlike previous outings, *Donkey Kong Country* takes the Kongster away from the hazards of scaffolding, top lasses, and vertical platforms into the



TOTAL! SNES REVIEW



The old games were far harder when I was a young 'un!

This sarcastic old geezer spends most of the game boasting about his animated beard.



Right: Not only is there a save option but it's manned by a top lass who blows kisses. Not bad!



Hi! I'm Candy Kong and this is my save point!

lovely horizontal splendour of, surprise, surprise, the country! You get to play either Donkey Kong or Diddy Kong in this Mario-esque adventure avoiding all manner of baddies, gaining lives and finding all the secret levels. You know the drill.

Graphically your SNES ain't seen nothing like this before. The 3D rendering and detailed backgrounds are truly breathtaking – the levels of parallax scrolling are completely mind boggling. There's layer upon layer of perspective movement that's easily as fluid as anything that has previously been seen on the SNES.

As far as animation goes some of the character movements put Disney films to shame, in particular Donkey, Diddy and the shark in the underwater levels. I can quite honestly say that Nintendo have come up with the most impressive graphics yet to be



seen on any machine, and that's including the allegedly next generation crop.

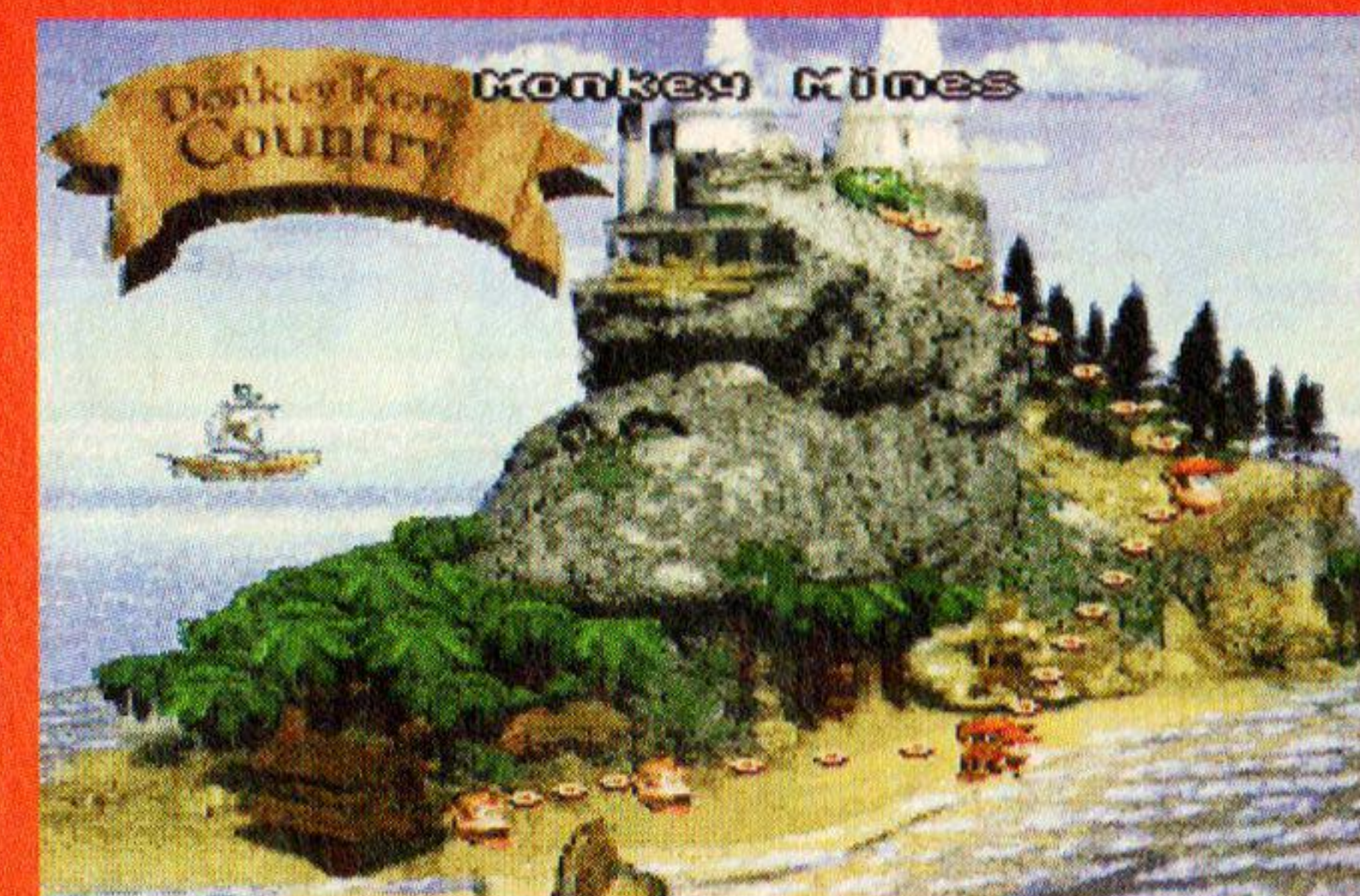
When *Donkey Kong Country* was first unveiled in the U.S. a few months ago, Nintendo led us all to believe that it was the first Ultra 64 game and we believed them! When they revealed that it was the good old SNES running this visual feast we all wet our pants in excitement. The cleaners had quite a time after we left I can tell you. (Erm, I'd just like to point out that this is not strictly true. Thank you. Andy)

I know what you're thinking, the best graphics in the world are no good without originality and stonking gameplay. Well, I'll talk about originality later but there really are no worries in the gameplay department. It plays like a dream! Wahoo! Imagine all the best elements of a Mario

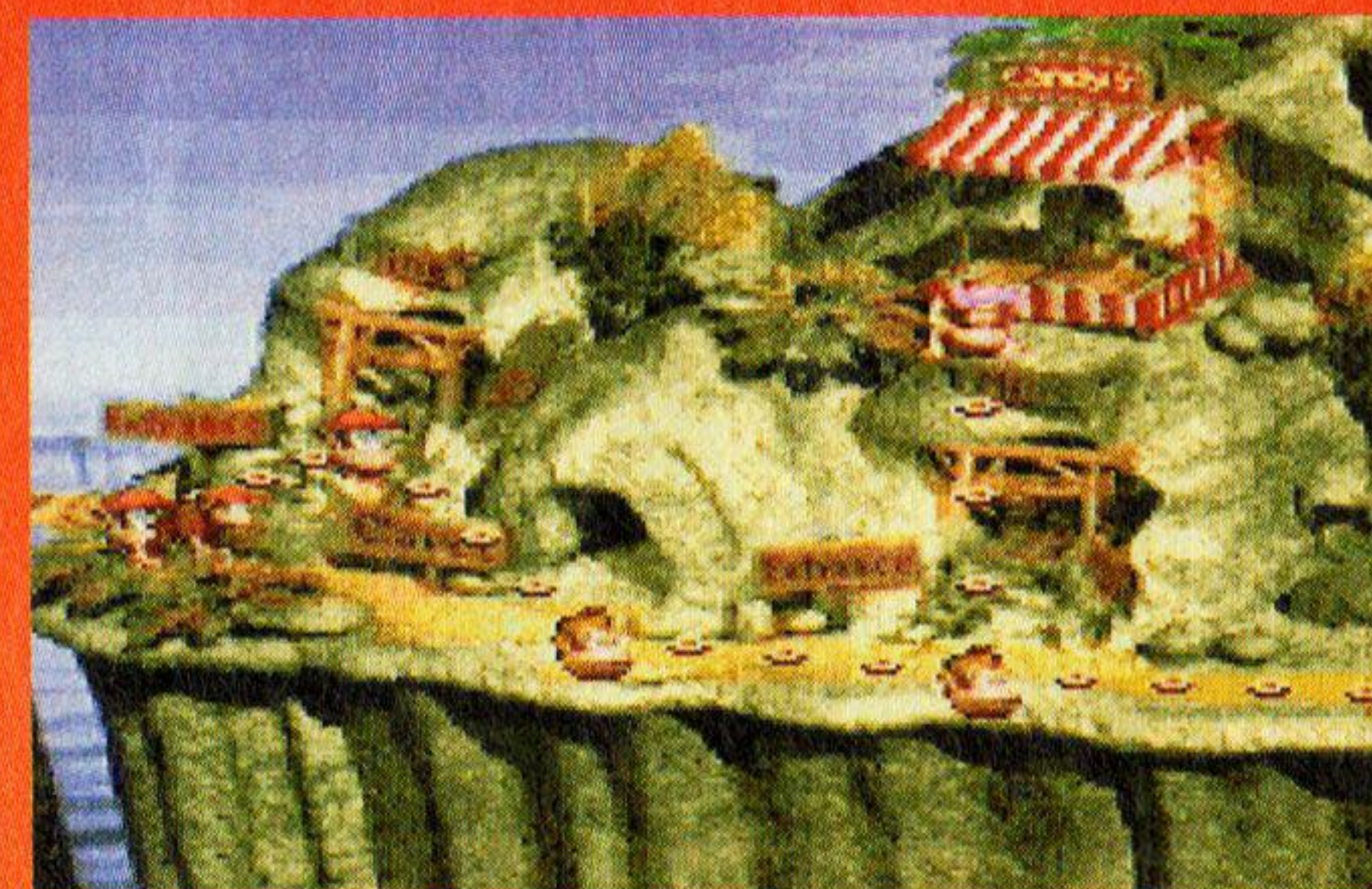
MONKEYS
An absolute corker of a game, great graphics, addictive gameplay and secrets galore

Nice Set Of Maps!

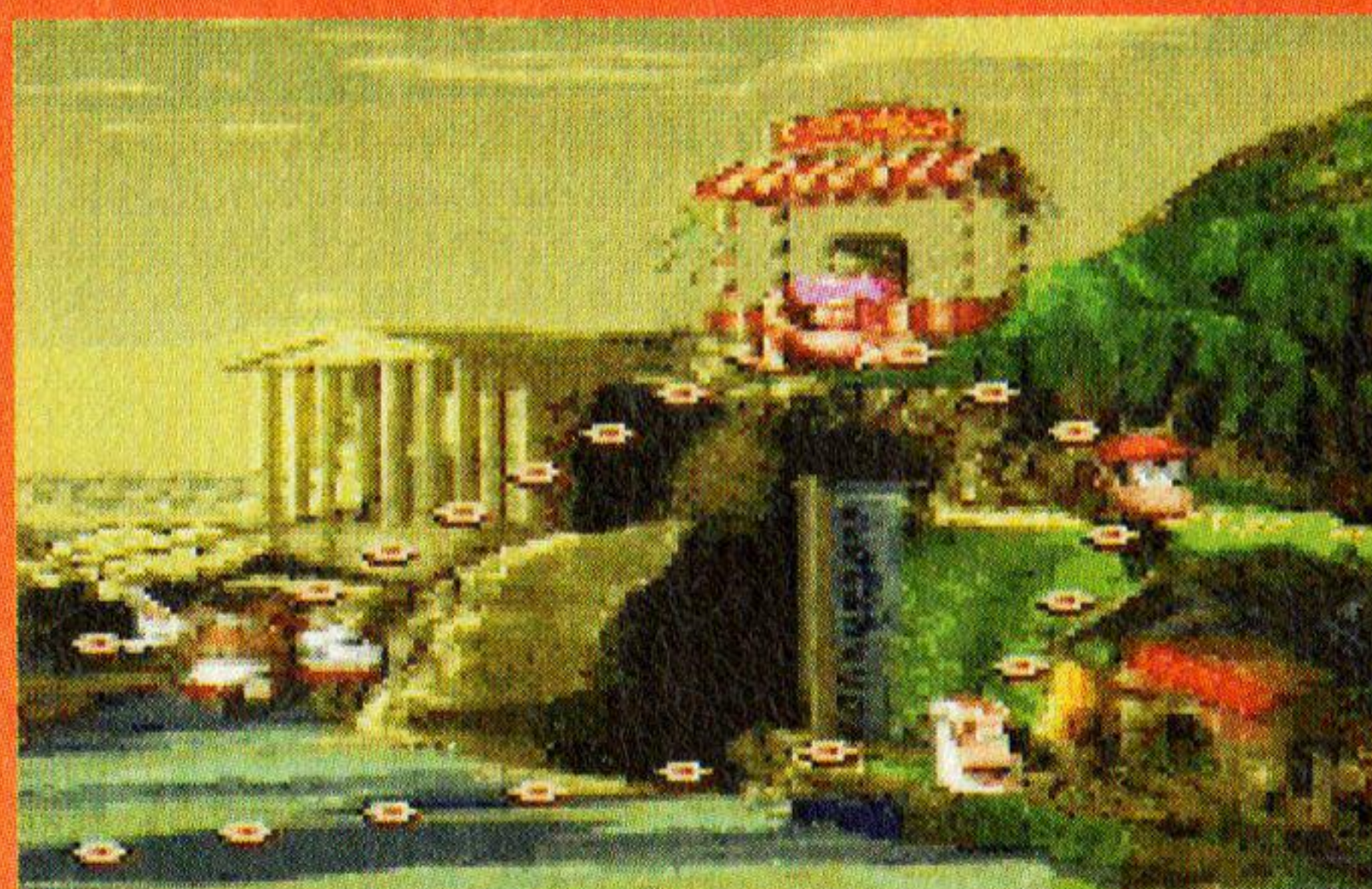
Donkey Kong Country is made up of several quite diverse areas. As you enter each you are presented with a map. Each of the locations on that map must be completed before entering the next area.



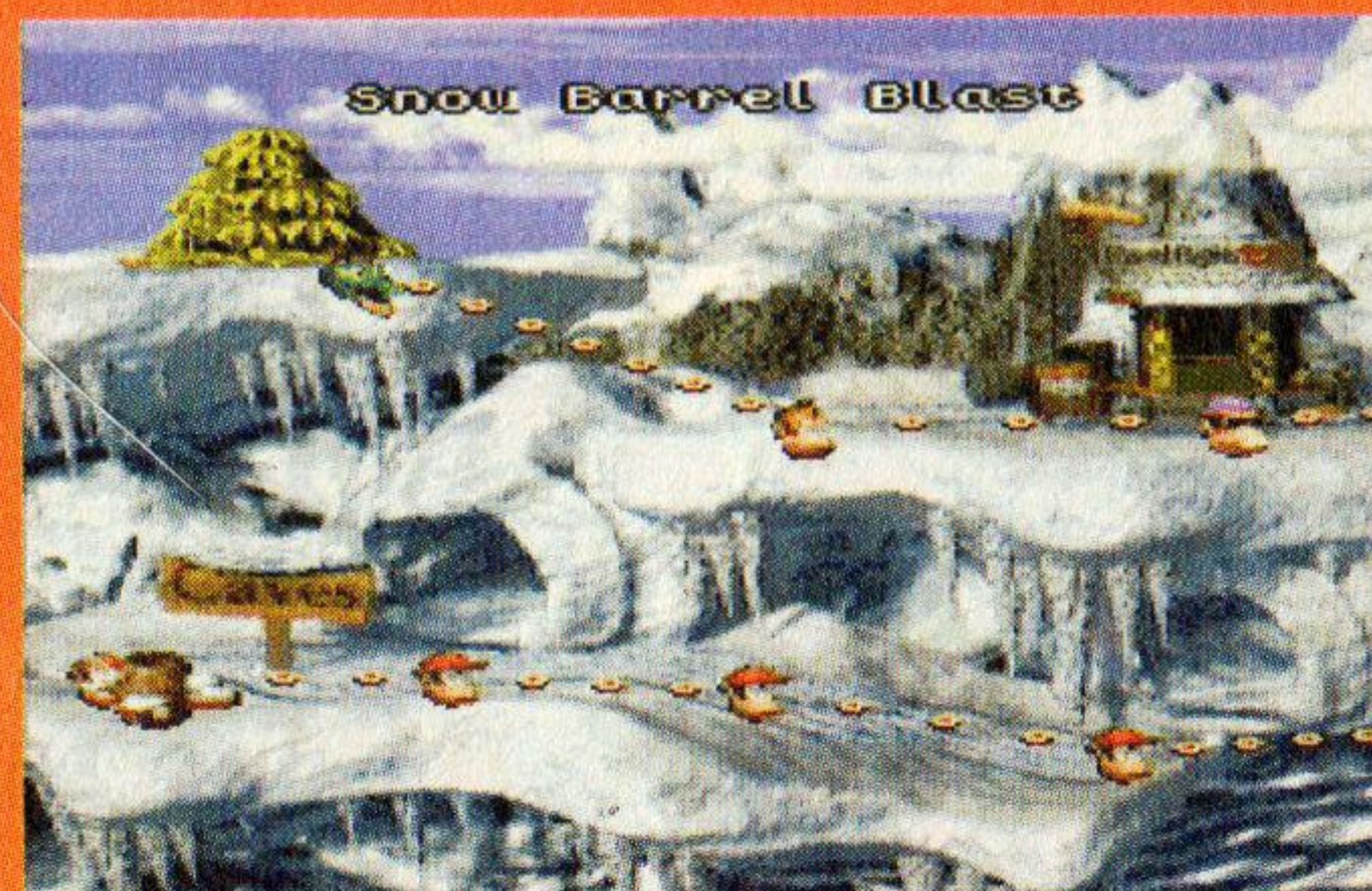
This is a general map detailing Donkey Kong Country as a whole.



In the mining section you get to ride in mine carts. It's a bit spooky.



The save option is positioned beside this example of fine greek architecture.



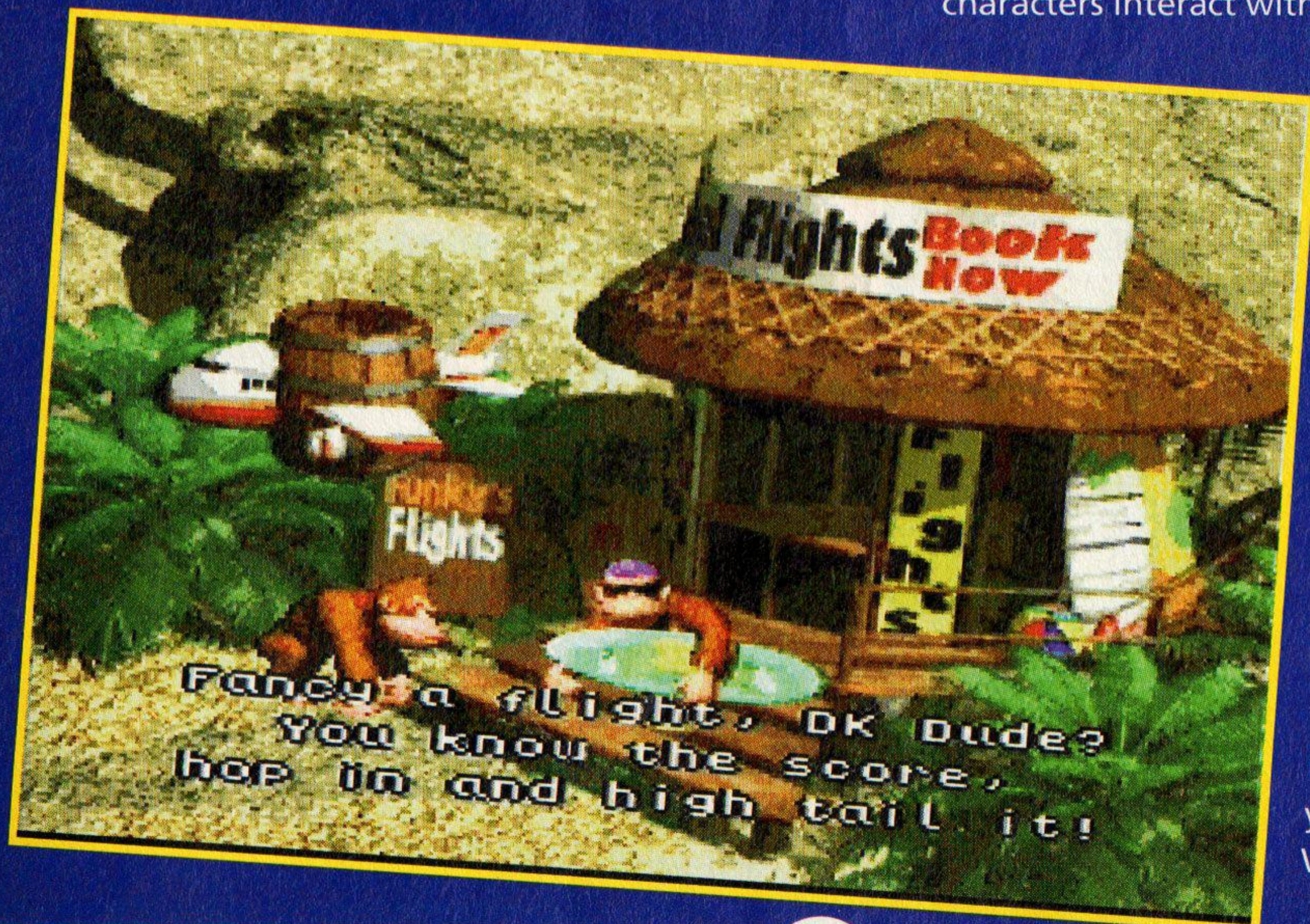
It's all a bit slippery and they don't even use that old banana skin gag.

DONKEY KONG COUNTRY

TOTAL!
SNES REVIEW



Below: Book a flight and travel to all previously conquered levels in search of lives.



That Donkey Kong is certainly one funky monkey. He dances like Josse after shandy.

game speeded up and presented ten times better. Yep, that's *Donkey Kong Country*. The controls are easy to pick up, varied and spliced with humour galore as the characters interact with the background willy nilly. Will the praise ever end? Not as long as I've still got some page left it won't.

On to the sounds. Phwooar! What a top soundtrack. Not only is it toe-tapping tastic, but it really adds to the atmosphere in each level. You've never heard as many ker-ay-zee monkey noises in all your life!

This is simply one big imaginative game that you'll want to keep forever. With 100 levels of nerve-



The swordfish makes life a lot easier as you can charge baddies rather than avoid them.

This rhino is well out of proportion, but ride him and you'll be indestructible.



"There is no alternative"

ANDY SAYS...

How on earth am I going to suggest an alternative to this monster game. The only real competition out there is *Mario All Stars* but everybody must have that by now. The only other rival is *Earthworm Jim* which although original is nowhere near as impressive or addictive. We love you Nintendo!



SKUNKYS
Erm, the rest of the Christmas releases don't stand a chance, do they?

shredding excitement, puzzle-solving conundrums, secrets galore plus riveting graphics and gameplay, *Donkey Kong Country* is the game of the year! You get to swim, swing, ride a rhino, fly out of barrels, take a spin in a mine cart, oh the list is never-ending. In fact the only flaw I can think of is that the game engine appears to be suspiciously similar to *Super Mario World*. But hang on, that's hardly a flaw, is it? That's a good thing!

In TOTAL!'s opinion, all video games should be more like *Donkey Kong Country*. The end result is a fun, addictive and exciting game that shows there's plenty of life left in platformers.

It's certainly the yardstick by which future platformers (and even games in general) will be measured against from now on. Be warned! Your parents may well need a monkey wrench to tear you away from this gem of a game. If you know what's good for you, go on, go ape, go wild in the country!

ATKO **T!**



Right: For a minute there Kong thought the hand of Jimmer was upon him.



Left: Looks a bit like the Ewok level on *Super Return Of The Jedi*. Only much better.

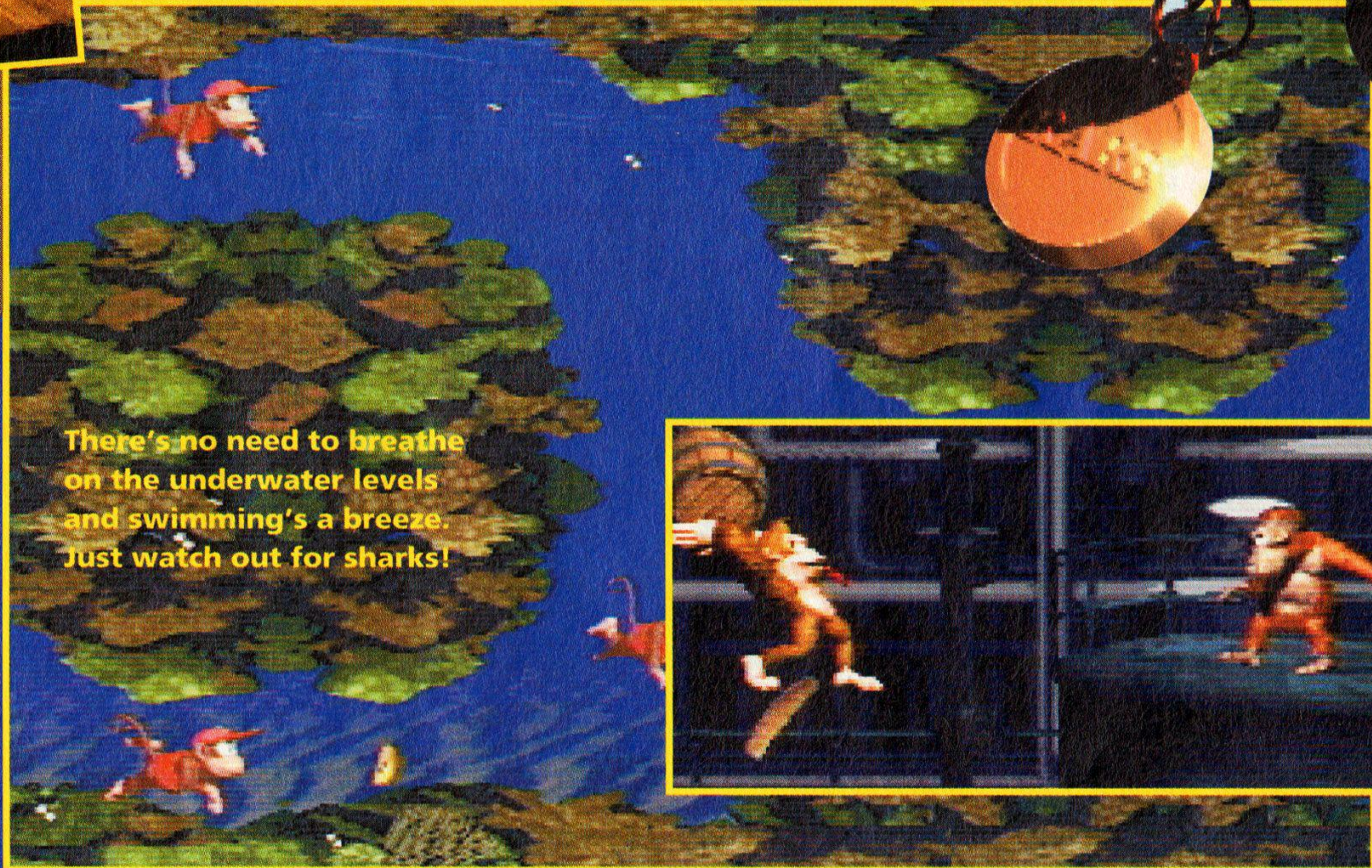


Who's The King Of The Kongs?

With a simple press of the Select button you can choose whether you want to play as Donkey Kong or Diddy Kong. How do you decide? Well it's tricky but here's a brief guide: Donkey Kong is big and strong but a bit slow. He's good at defeating bosses and probably the most fun to play with when all's said and done. Diddy Kong is quicker but not as strong as Donkey. He's at his best when approaching seemingly impossible to get to platforms. He also jumps highest.



There's no need to breathe on the underwater levels and swimming's a breeze. Just watch out for sharks!



GRAPHICS

SNES graphics don't come any better than *Donkey Kong Country*. You won't believe your eyes

10

SOUNDS

The grooviest game soundtrack in years. Stick the game on pause and have a bop around your room

9

GAMEPLAY

Cor yeah, Squire! She handles like a dream, she's responsive, smooth and a pleasure to, er, drive

9

LIFESPAN

Even if you manage to complete this, you'll be back to marvel at the graphics and find the secret bits

9

TOTAL! JUDGEMENT

"This year's *must buy* has arrived but won't be around for long. Grab your copy of this instant classic immediately. Go on! Now! Quick, quick, quicker!"

TOTAL! SCORE

97

TOTAL! SAY



NOT BAD

The **game** *of the* **decade**
Mortal Kombat

Issue two on sale

December 1st 1994



PlayStation



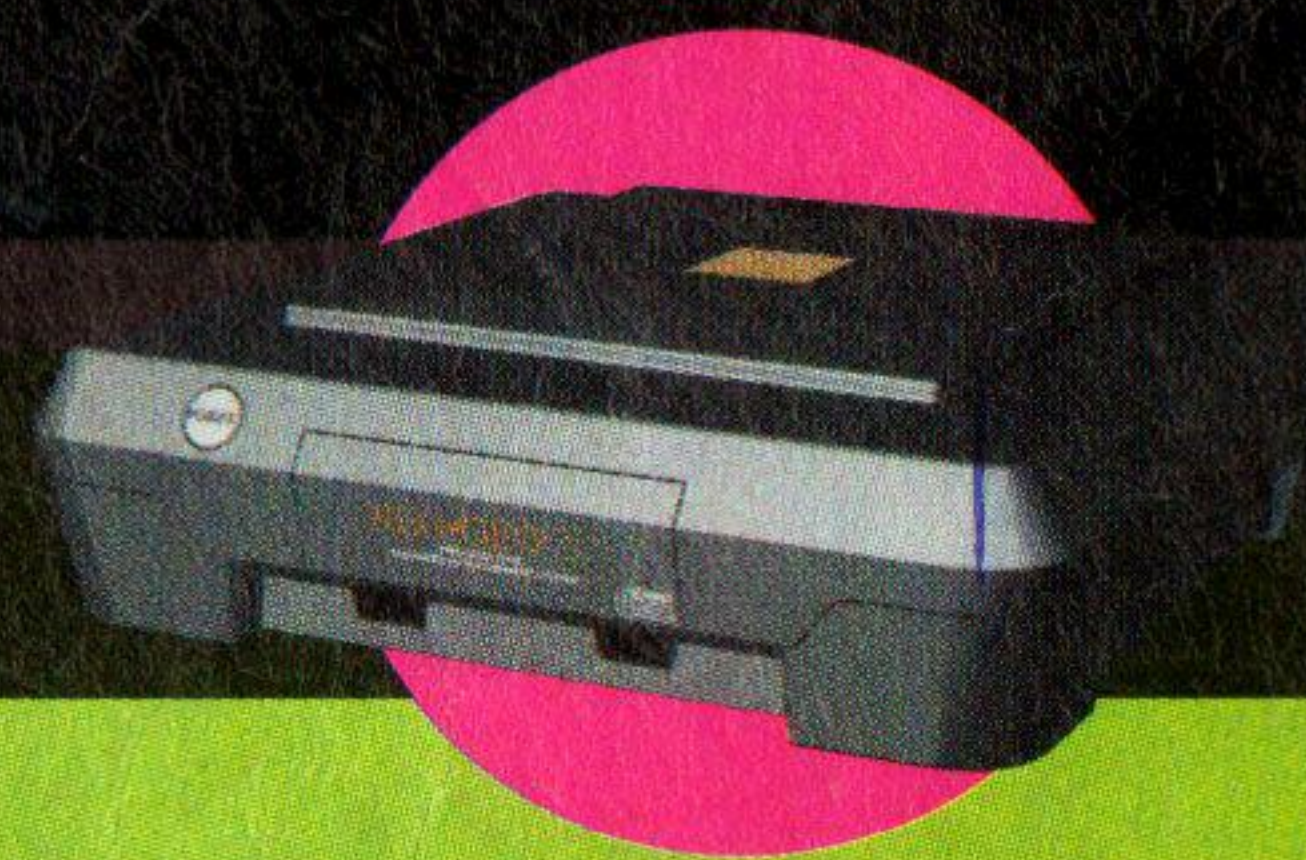
3DO



Saturn



Mega 32X



Neo Geo CD

Ultimate

Future Games

We go Mortal Kombat crazy with exclusive info on Mega 32X Mortal Kombat 2 and the arcade game of 1995 - Mortal Kombat 3. We talk to Williams about the biggest, baddest and bloodiest beat-'em-up ever.

Plus:

- Mortal Kombat - Arcade news, 32-bit preview!
- Free Book: The Future History Of Video Games
- Super Street Fighter X on 3DO - the world exclusive
- More multi-format reviews than any other magazine
- More exclusive previews
- Stunning free posters
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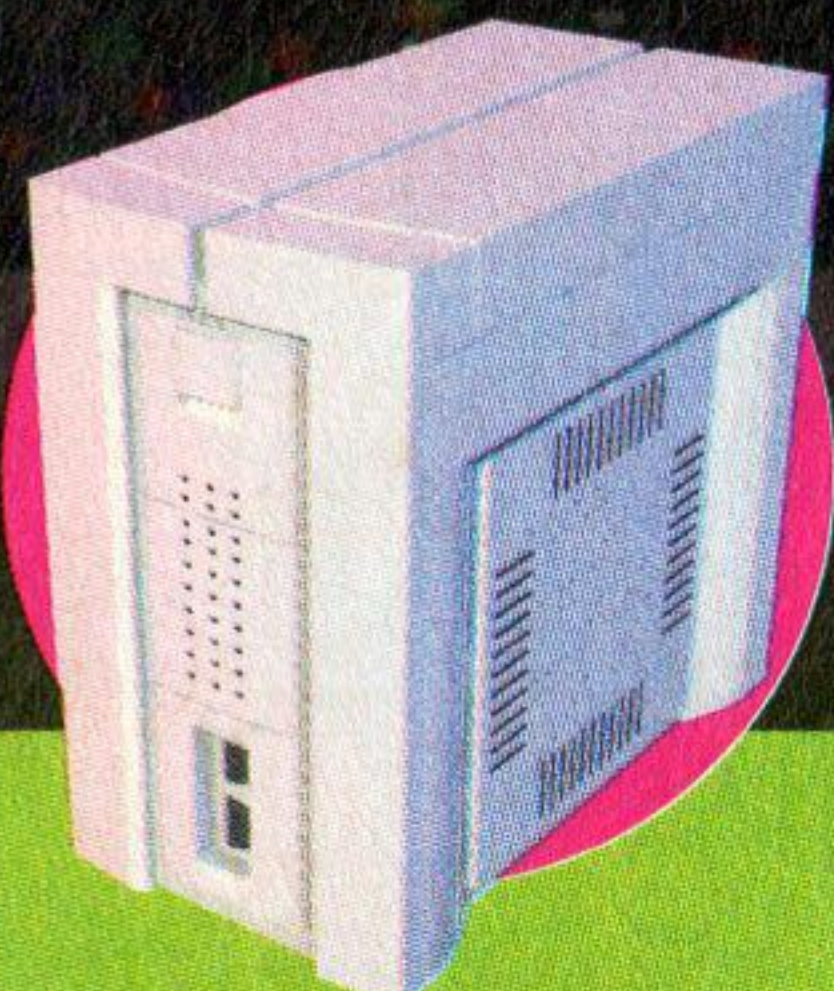
The Future History Of Video Games



PC



SNES



NEC FX



Mega Drive



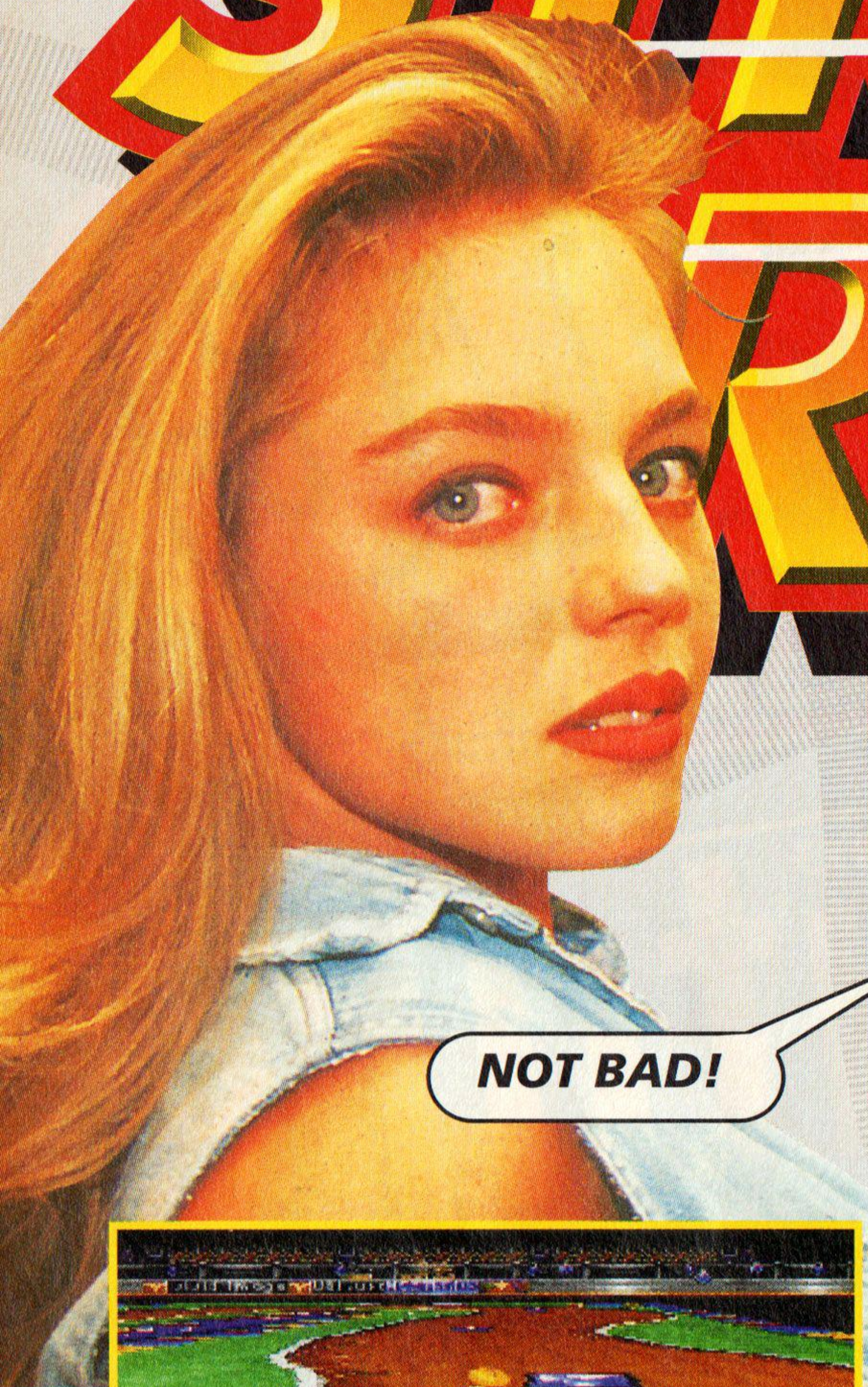
Jaguar



Amiga CD³²

STREET RACER

TOTAL!
SNES REVIEW



NOT BAD!



PLAYERS: 1-4
FROM:
UBI SOFT
PRICE: £44.99
RELEASE: NOV

Josse gets rumbled as he races home down the street after playing soccer. Oh dear.

Almost a year ago I got a phone call from the Vivid Image development team. "How do you topple *Mario Kart*?" "Oh, just do pretty much the same thing" I told them. "Lashings of Mode 7, dozens of options and challenging gameplay, throw in a whole bunch of characters, a *Road Rash* element, a simultaneous four-player mode and a couple of decent sub-games and you'll be sorted, mate."

That conversation never took place, of course, but you can imagine that it might have because that's pretty much what they've gone and done – produced a highly playable, exciting racer with two

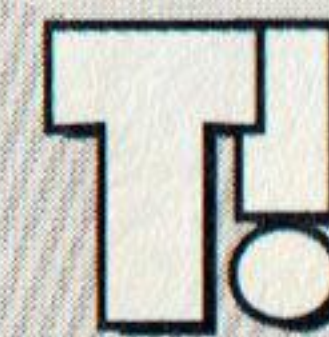
added games – Soccer and Rumble. It's all lovingly lavished in swirly Mode 7 and emblazoned with eight characters worthy of *Street Fighter* (a Frankenstein's monster, an Australian beach bum bird, a monocled German racing driver) and cars as stupid and distinct as *Stunt Race FX*. Not, as we are wont to say, bad!

Race mode is the main attraction. Each character has silly cars and special combat moves, and here's where the *Road Rash* factor kicks in. There are 24 tracks featuring a range of surfaces, features, power-ups etc. Smart!

In championship mode – there are three cups (Bronze, Silver and Gold) to win – it's worth being cagey and strategic. You get points for finishing undamaged, and knocking out opponents is rewarding, too.

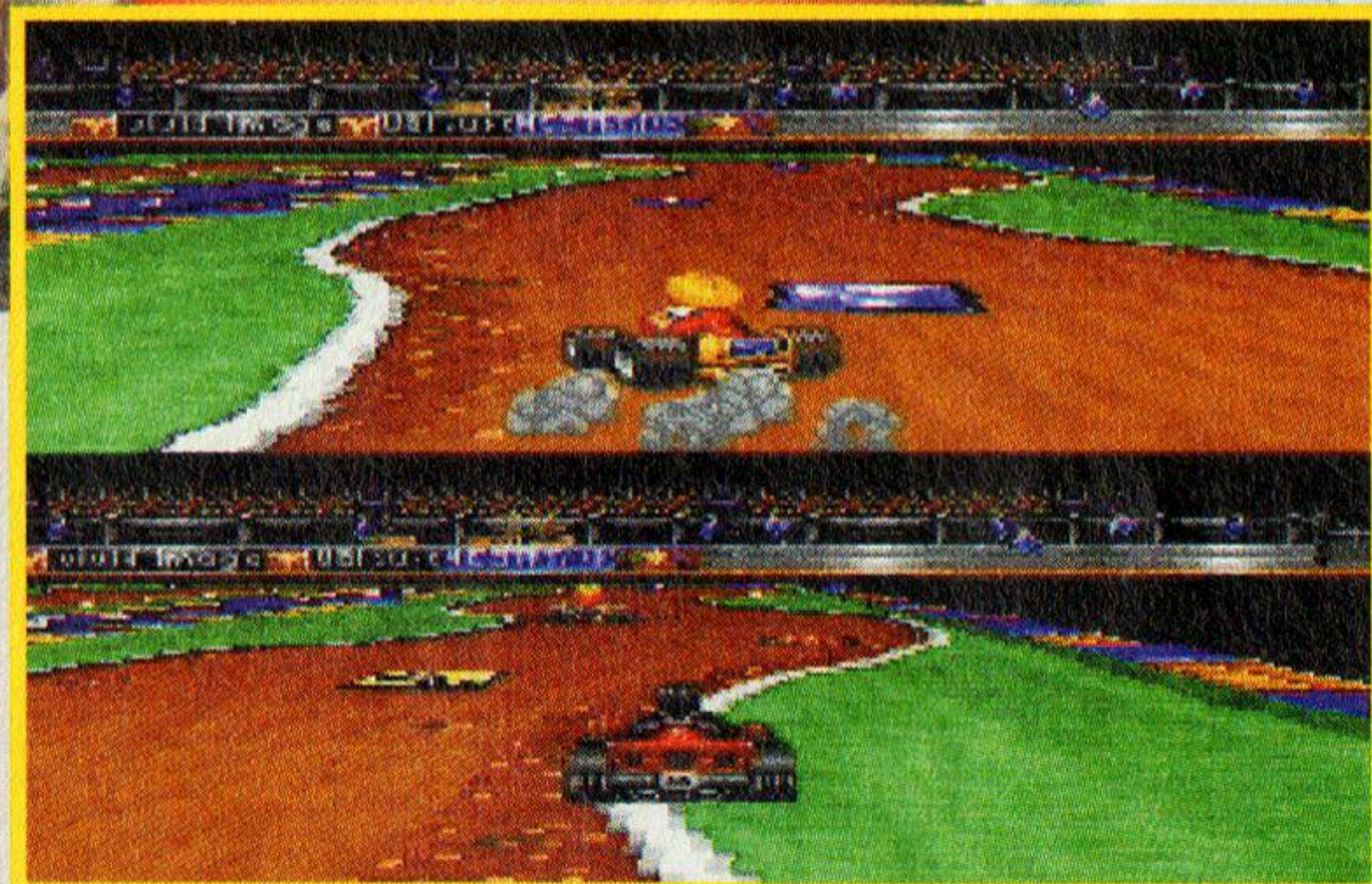
But in head-to-head it's most fun to choose short races, select a fast car and jump the lights. All the tracks are short enough to get to grips with, but they're all pretty challenging. As for the other options – Soccer and Rumble – they're, fun, challenging and silly add-ons, but still feel just that – silly add-ons.

JOSSE

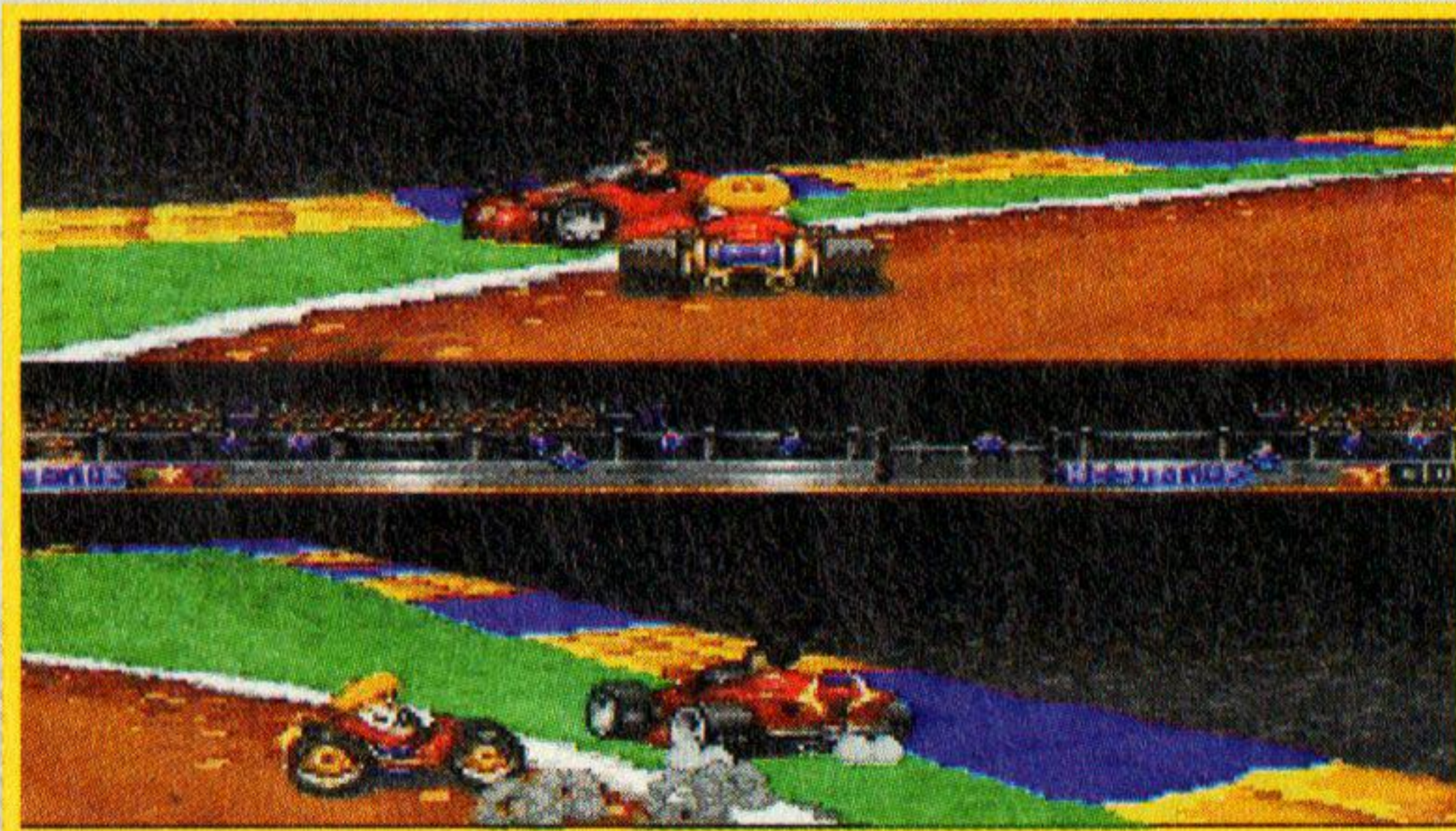


BOTTOMS
The music's nob,
the sub-games
are somewhat
thin, and the
championship's
a bit easy

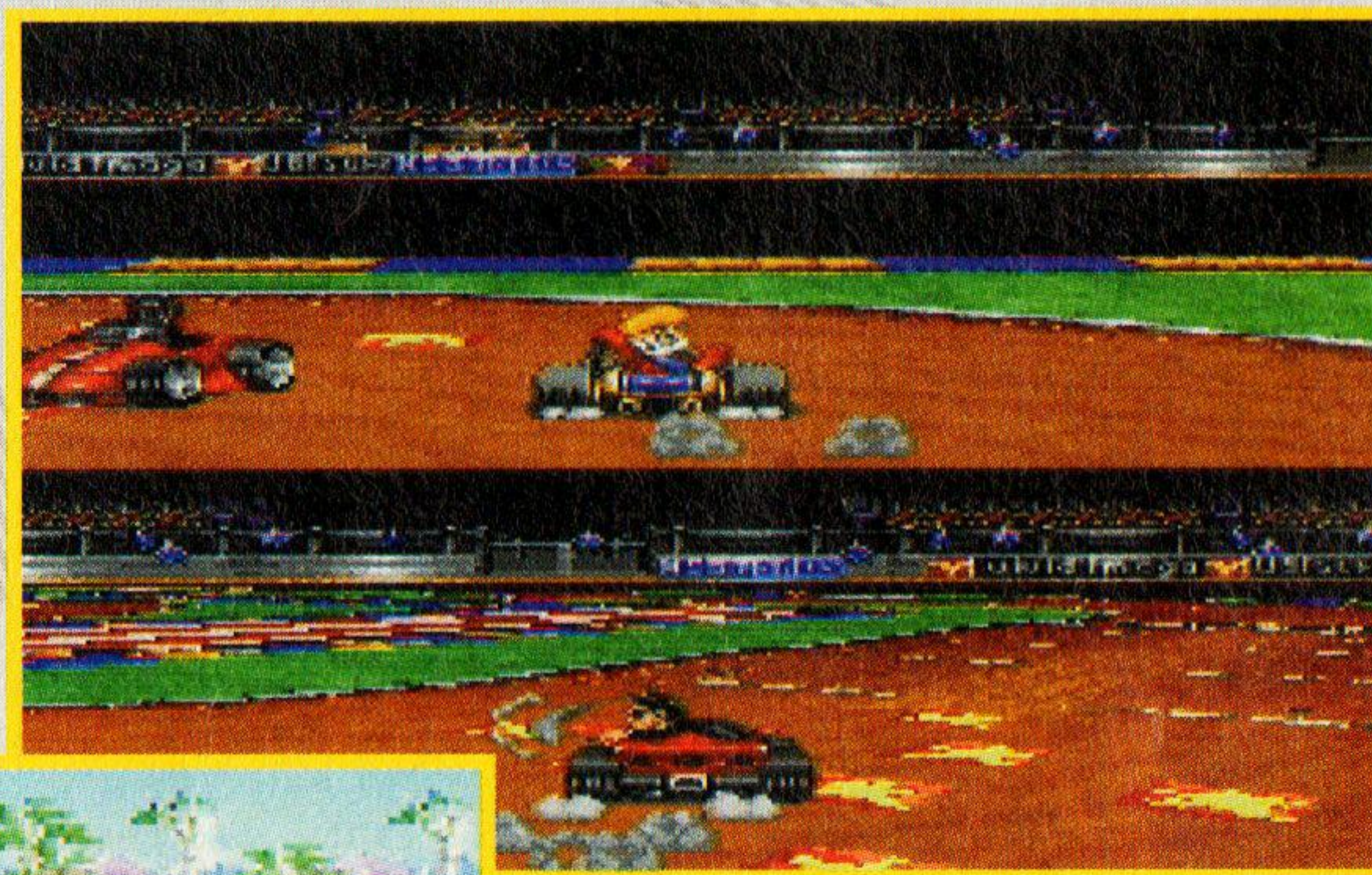
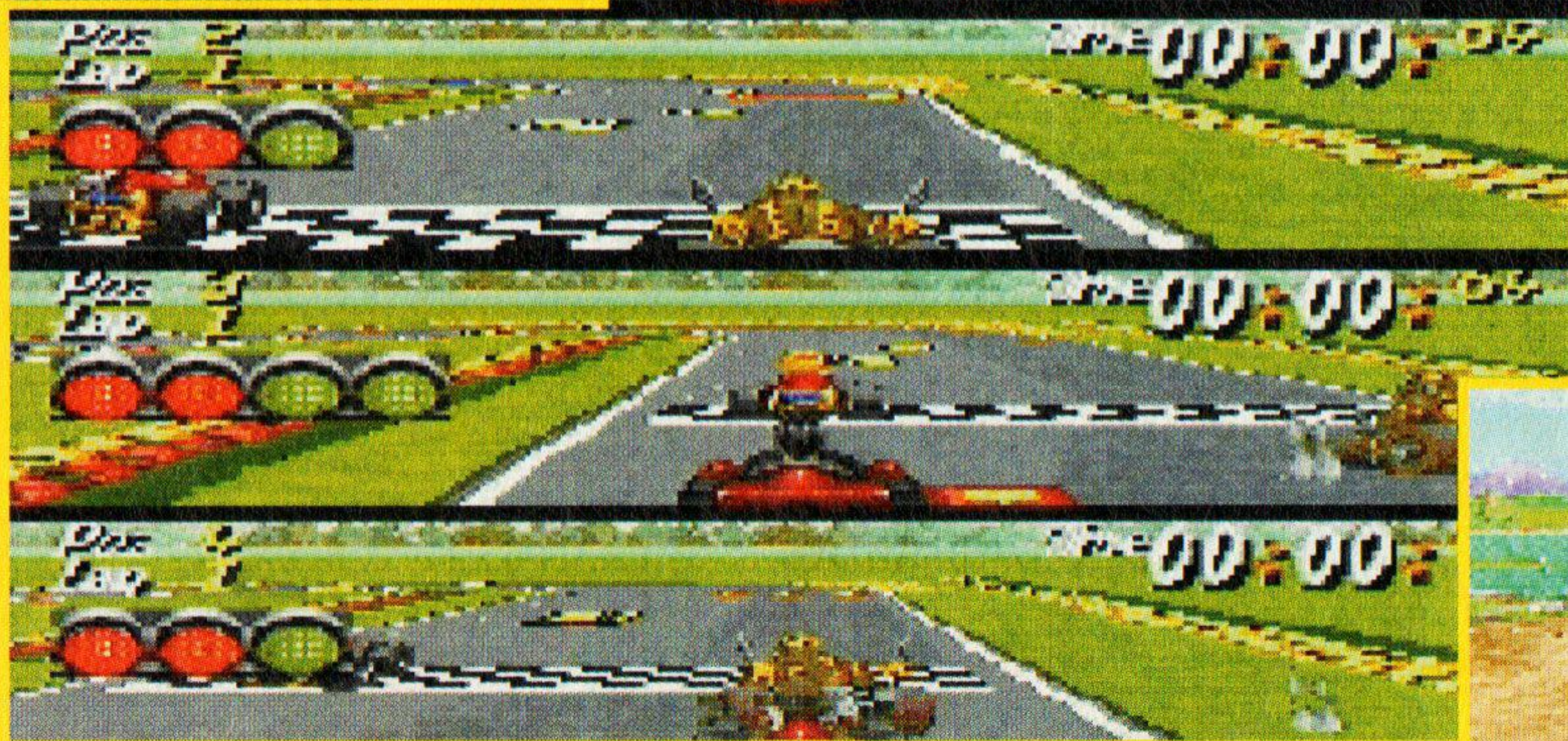
TOPS
Great racing,
loads options,
slick gameplay,
smart graphics,
four players



Multi-player race modes caused the biggest fuss in the office. Blame *Street Racer* if this...



... issue of **TOTAL!** is a bit late in the shops. Two- and four-player simultaneous (For the first time ever!) riots like this are as good an excuse as any!



Above: Tyres smoke and punches fly as Hodja takes the lead from Raphael in a tightly-fought head-to-head.



Mev Dinc says...

I interviewed Mev Dinc, the Producer and Designer of *Street Racer* in the back of a cab.

JOSSE: Why is *Street Racer* better than *Mario Kart*?

MEV: The comparison demonstrates that *SR* is destined to be a classic. *SR* has more and better racing tracks and characters. It features the first ever four-player simultaneous action plus fighting, full video playback, has more options, more modes and features two other complete games. Shall I go on?

JOSSE: No thanks. Vivid Image is a small set-up relative to the giant Japanese software houses. How many people have been working on *SR* and for how long?

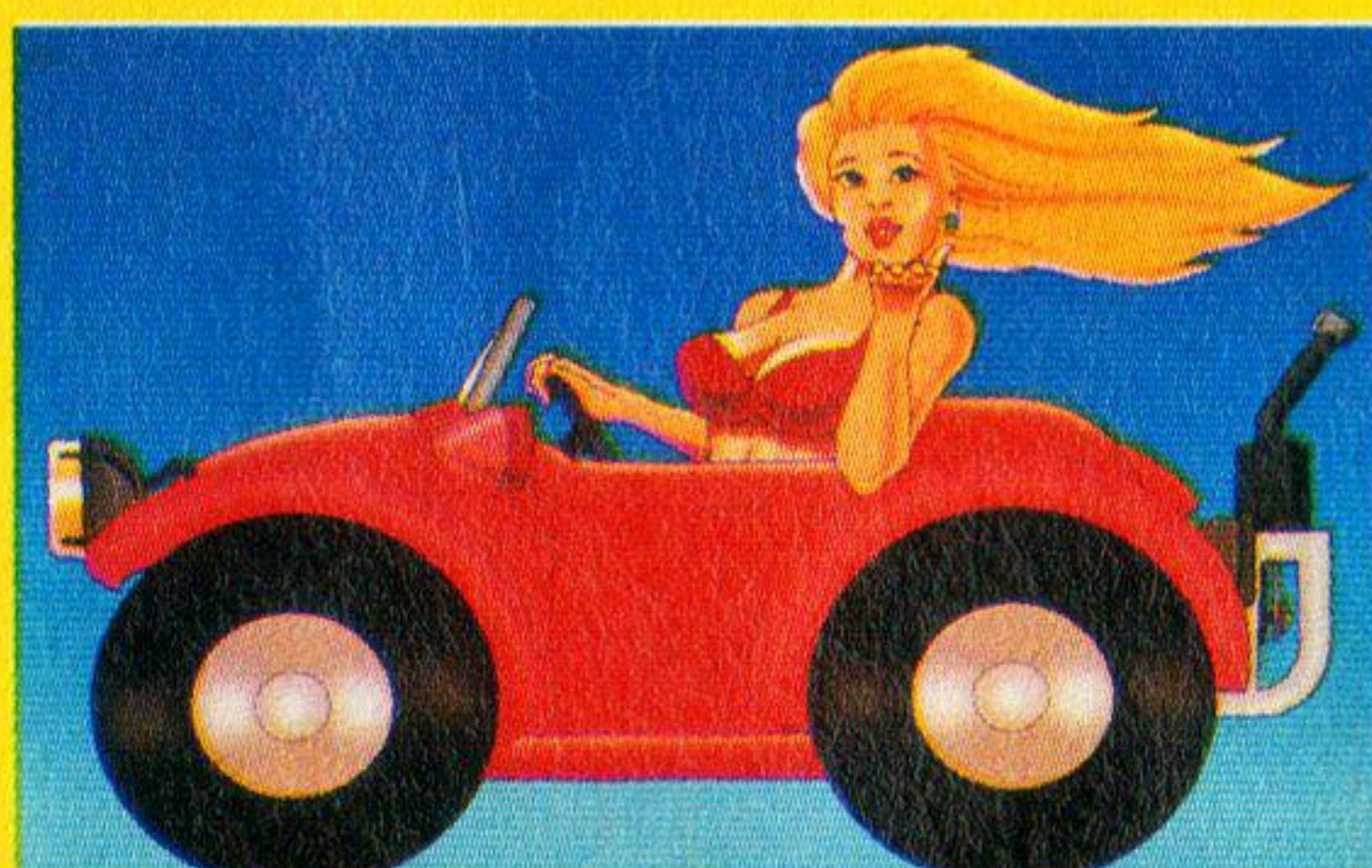
MEV: Chris and Tony West, worked full time for ten months. The rest of us helped with ideas, play-testing, etc.

JOSSE: Hodja is a hero in your native Turkey, right?

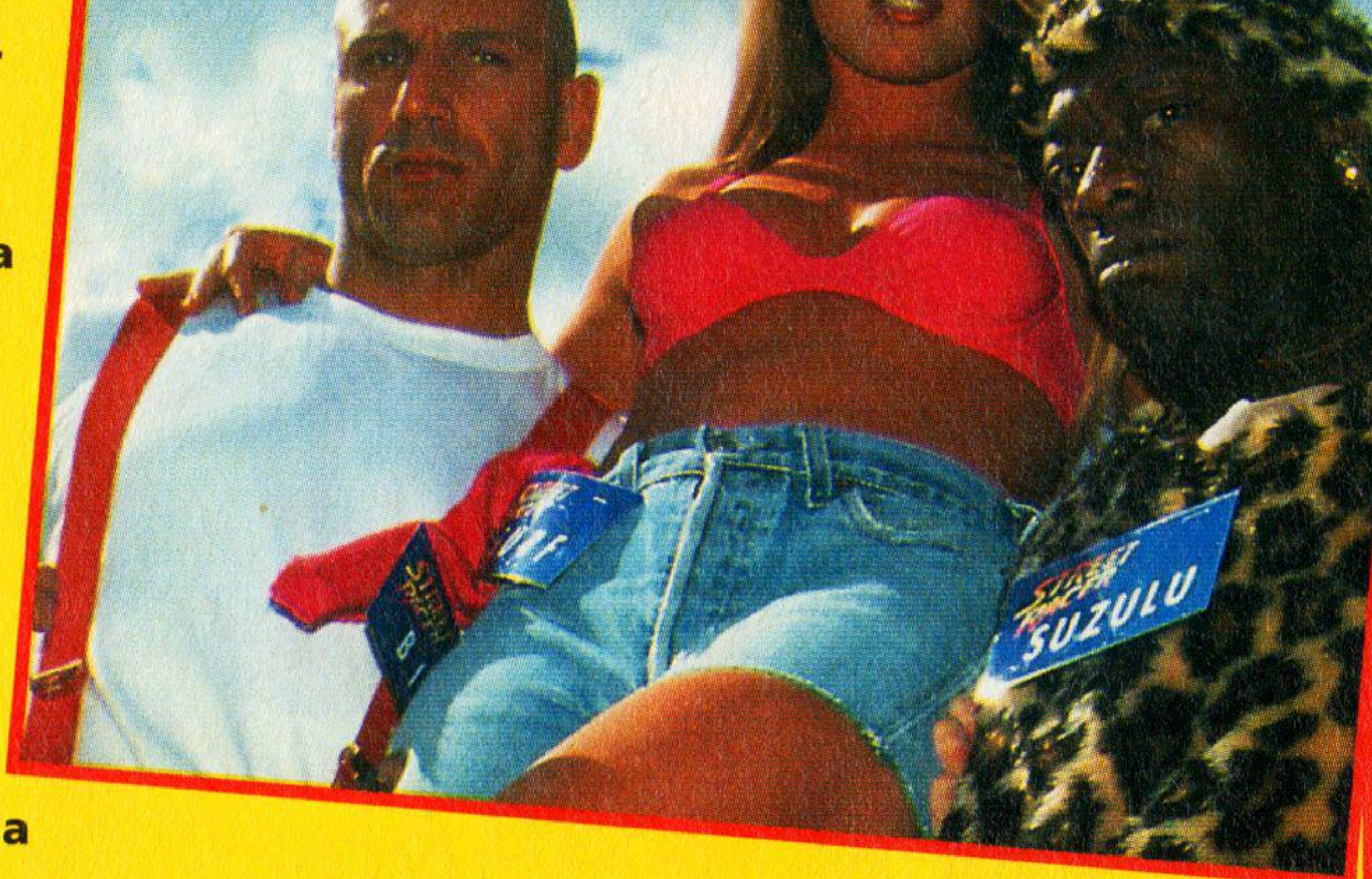
MEV: Hodja is a very popular 14th Century Turkish Folk hero and his stories are widely spread throughout the Middle East. All these countries claim his nationality, but he really *is* Turkish!

JOSSE: All the characters have their own moves and home turf, much like *Street Fighter*. Are you hoping that *SR*'s characters will be as well known as Ken, Ryu, Chun Li and Cammy?

MEV: It wasn't intentional, but we wanted to create strong characters with distinct personalities. This helped the game - all eight have different strengths but overall they're very tightly matched.



In the whacky world of desktop publishing Biff's braces are 100m100y, Suzulu's leopard skin is 100y 20b, while Surfs bikini top is a full on 100m! Hurrah!



Of course *SR* characters will be as well known as *Street Fighter*'s, especially after *Street Racer 3 Champions Edition* comes out!

JOSSE: Mind you that Surf Sister's not bad!

MEV: Eh! Calm down, young man.

JOSSE: Was there anything you had to leave out to squeeze all this lot onto an 8meg cart?

MEV: Actually I wanted to include a skiing game, but there simply wasn't room.

JOSSE: Once *SR* is out of your hair, what's the next project your team will be working on?

MEV: It's going to be

some time before *SR* is out of my hair (What's left of it!). One very big project we've been working on is a game called *Hodja* featuring the star of *Street Racer*. Then there's the real big game we working on, featuring a huge great...

CABBIE: That's £12.50 please, mate.

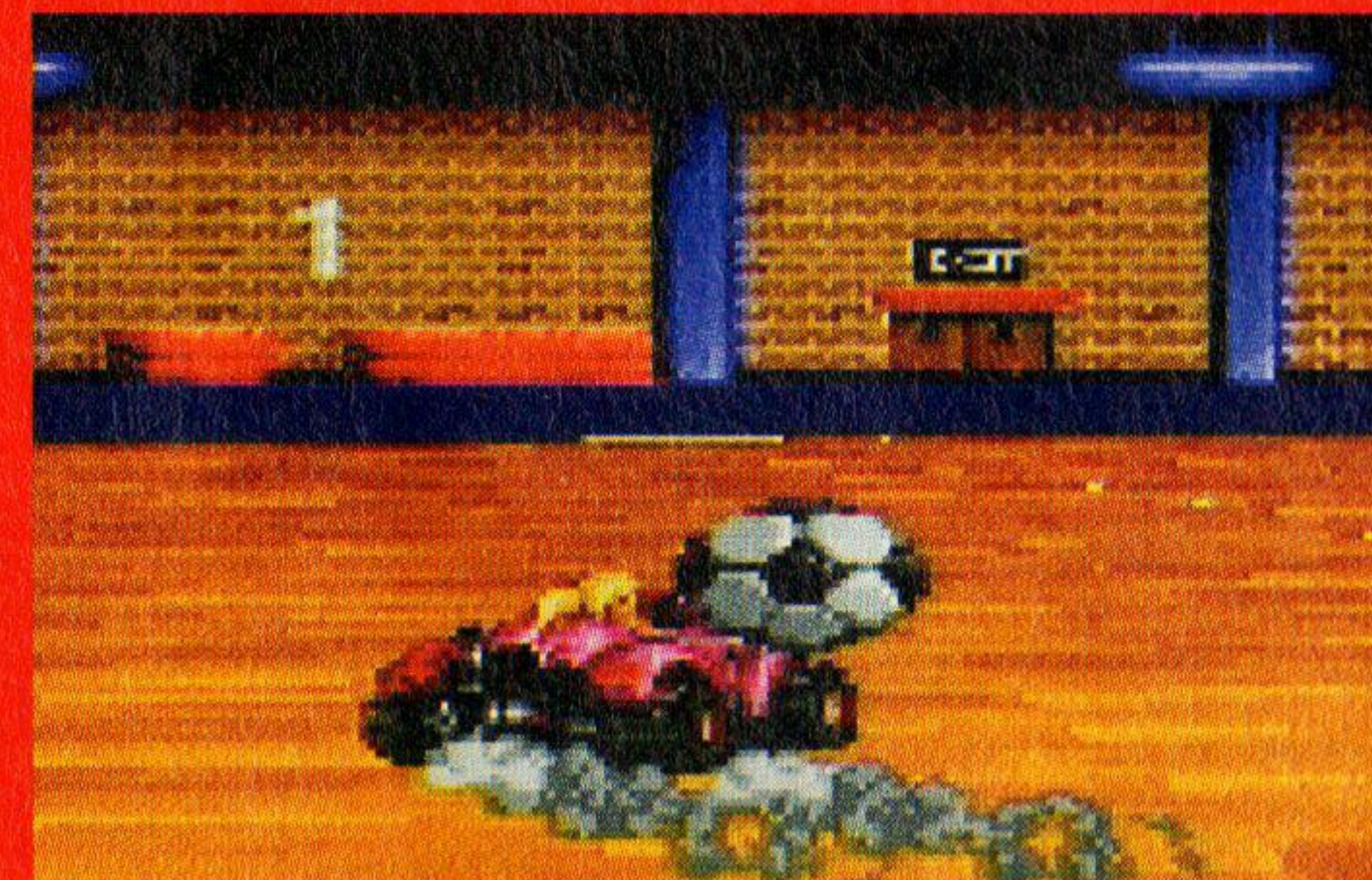
MEV: Oi Josse, come back here! You said we'd go halves on the fare!

TOTAL! TACTIX

SENSELESS SOCCER SHOCKER!

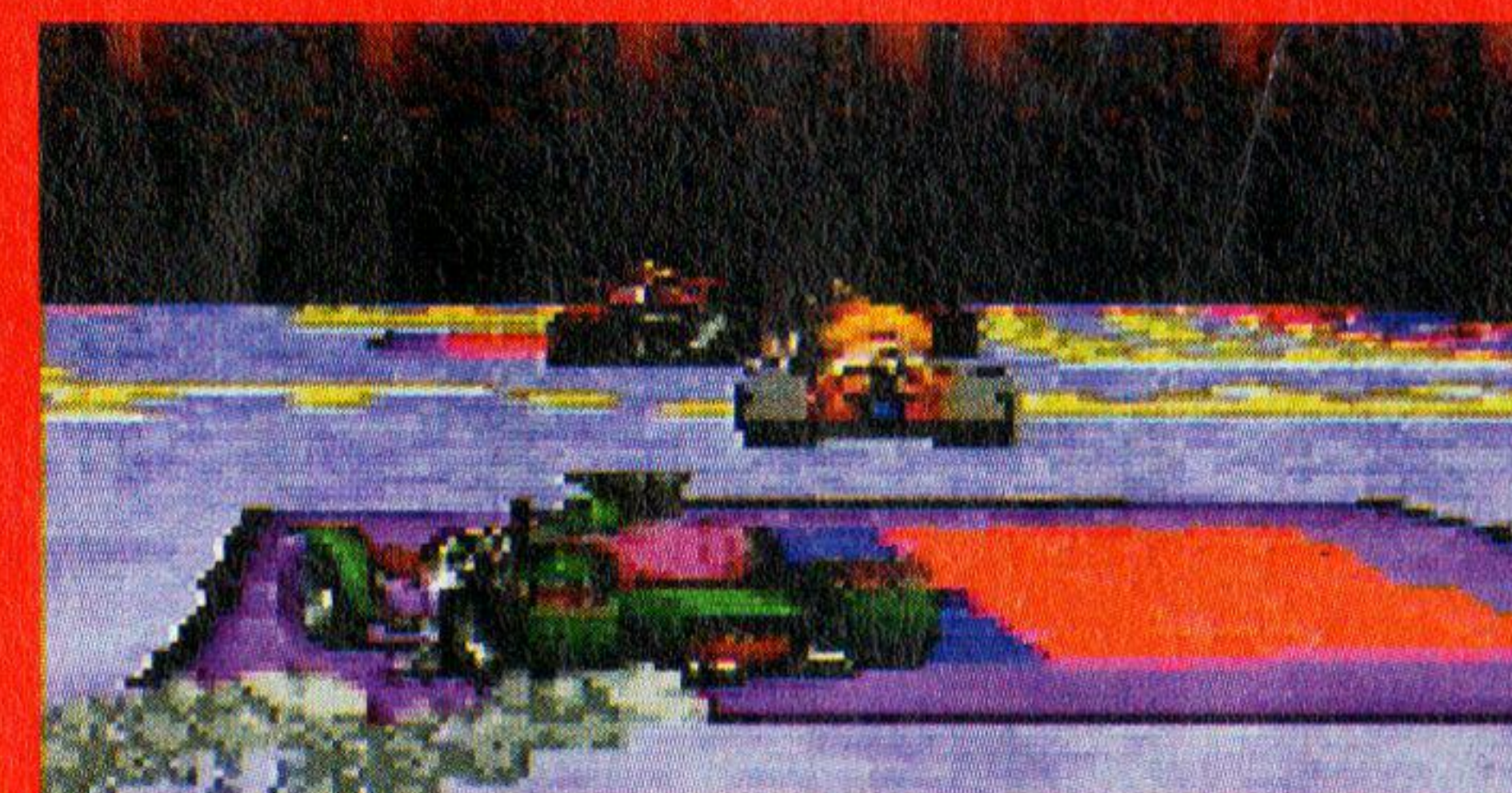
The soccer mode is really very hard to play. A giant ball bounces into one of three pitches - indoor, outdoor or ice (for nutters only), and with no fouls, rules or referees, it's a frantic scramble to gain possession and find the net.

Once you've got the ball, defend it with punches and learn to curl it past the crap mechanical goalie.



LET'S GET READY TO RUMBLE!

A cross between a demolition derby and dodgems, this mode is a festival of violence. Bump, barge, punch, trick or intimidate opponents out of a series of increasingly insubstantial rings without plummeting to your death.

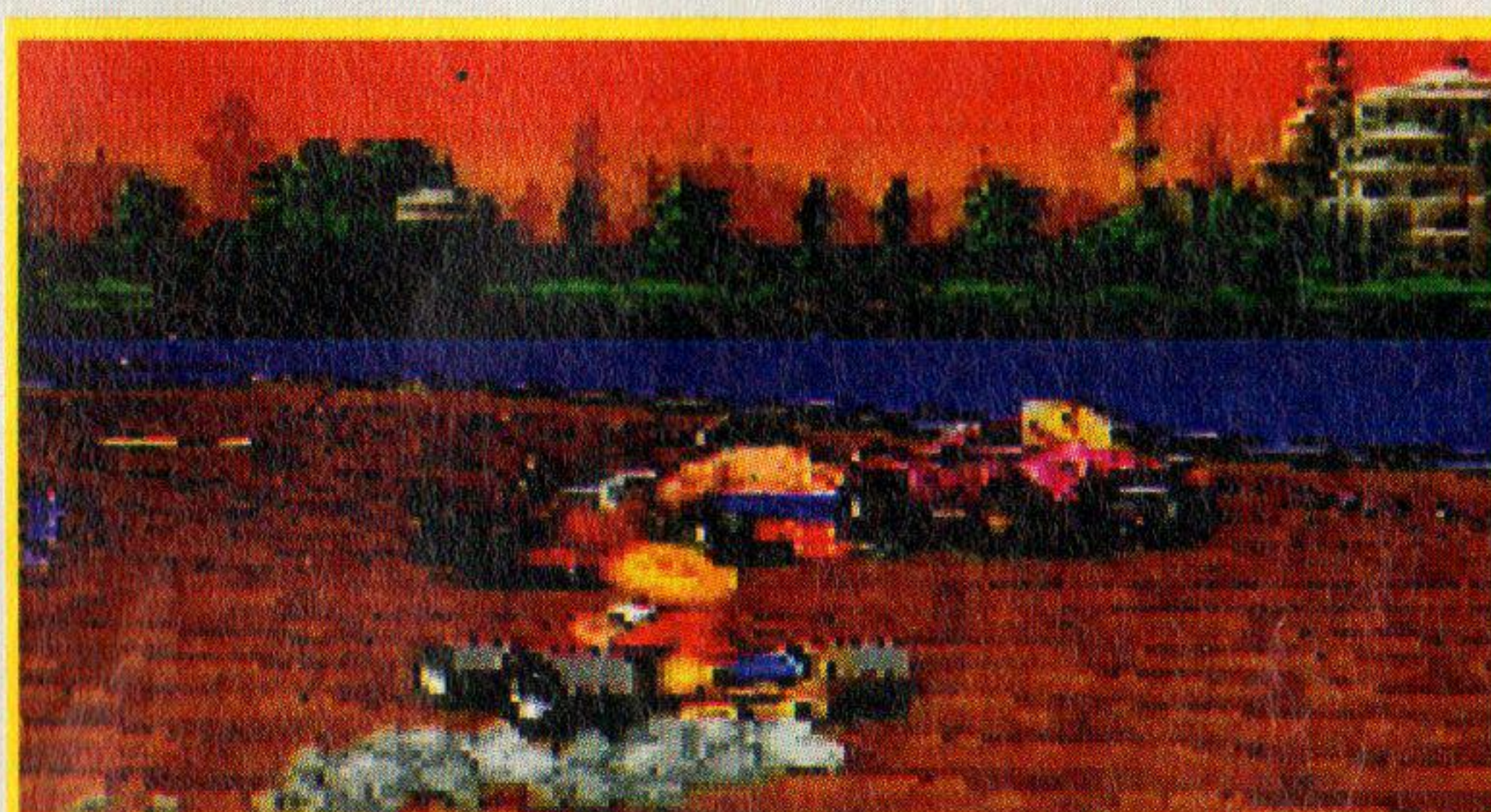


HEAD TO HEAD LEAGUE TABLE				
POS	DRIVER	WON	LOST	POINTS
1	RAPHAEL	1	0	2
2	HODJA	0	1	0

RACE AGAIN
CHANGE TRACK
EXIT

As you can see, Raphael came off best in the first race. But you just *NEED* another go!

Surf Sister gets barged right to the edge of one of Hodja's home tracks. She's cute!



GRAPHICS

A proliferation of Mode 7 works, and the play-backs and camera angles show the sprites off a treat

8

SOUNDS

Adequate warbly tunes and a very good tyre screech are the high points of an average selection

6

GAMEPLAY

Even with intuitive controls, throttle-steering and fighting strategy are thrilling and complex

9

LIFESPAN

A simultaneous four-player feature and two great sub-games will make this last ages

9

TOTAL! JUDGEMENT

"A brilliant race game that's backed up admirably by the two other options. The graphics are the icing on top of a tasty cake of gameplay"

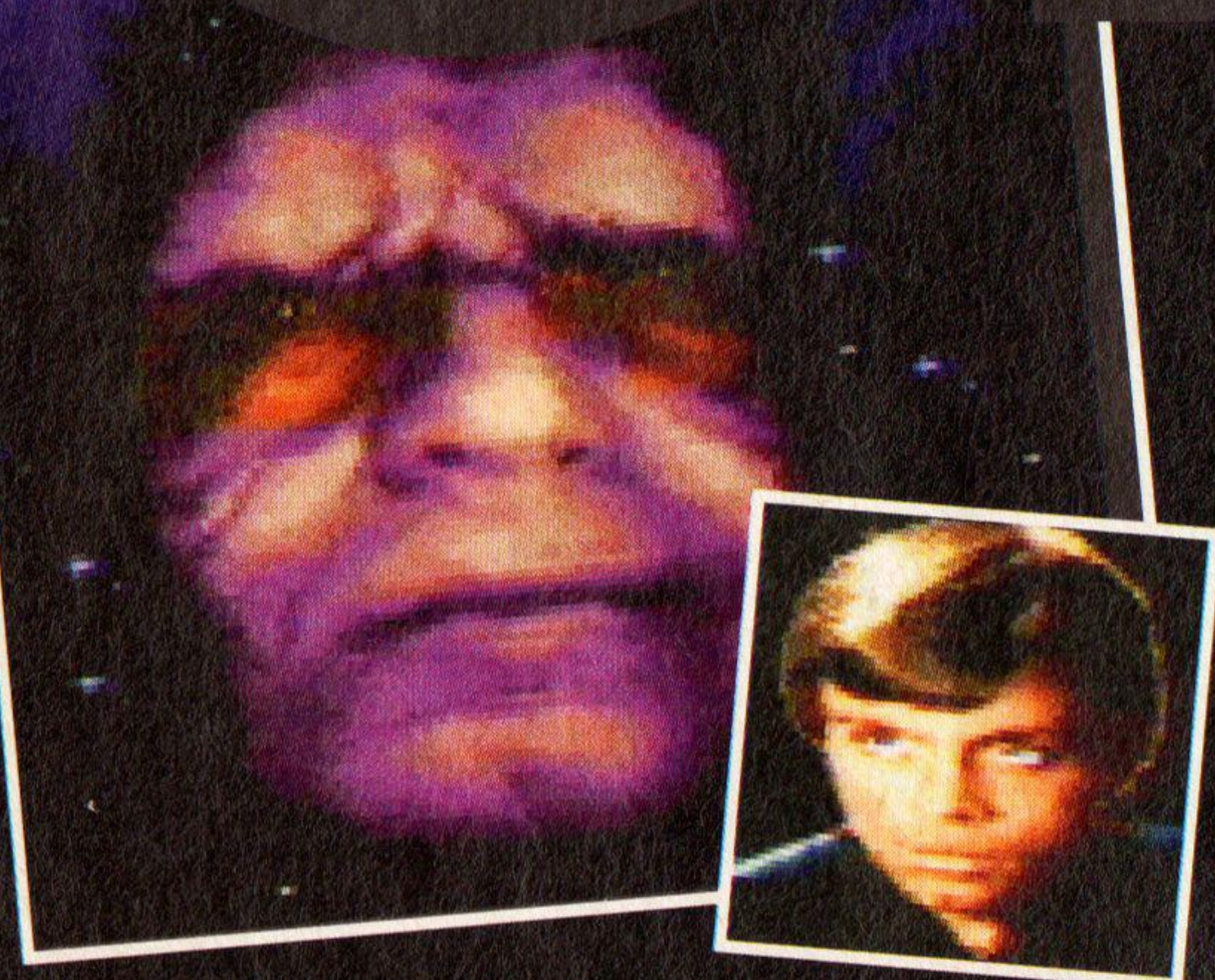
TOTAL! SCORE

91

SUPER RETURN OF THE

JEDI

TOTAL!
SNES REVIEW



Have you ever noticed how poor the Emperor's lip-synch is? It's all that 'force'.



PLAYERS:
ONE
FROM:
JVC
PRICE:
£59.99
RELEASE:
NOVEMBER



Obi Wan has taught Linda well. Bit of a shame her school teachers didn't, eh?

Ha! Wrong. *Super Return of the Jedi* starts off with the 3D bit, and then has you walking along shooting things! Brilliant, eh! But apart from that it's exactly the same as the first two, so you were nearly right.

JEDIS
Looks and sounds perfect, just like the film



Princess Leia attacking a pair of aliens with what looks like a large bunch of grapes.

Remember *Super Star Wars*? I do. It started off with you walking along shooting things, and then had a 3D bit. How about *Super Empire Strikes Back*? That's right. It started off with you walking along shooting things, and then had a 3D bit. So what about *Super Return of the Jedi* then? No, go on - guess.

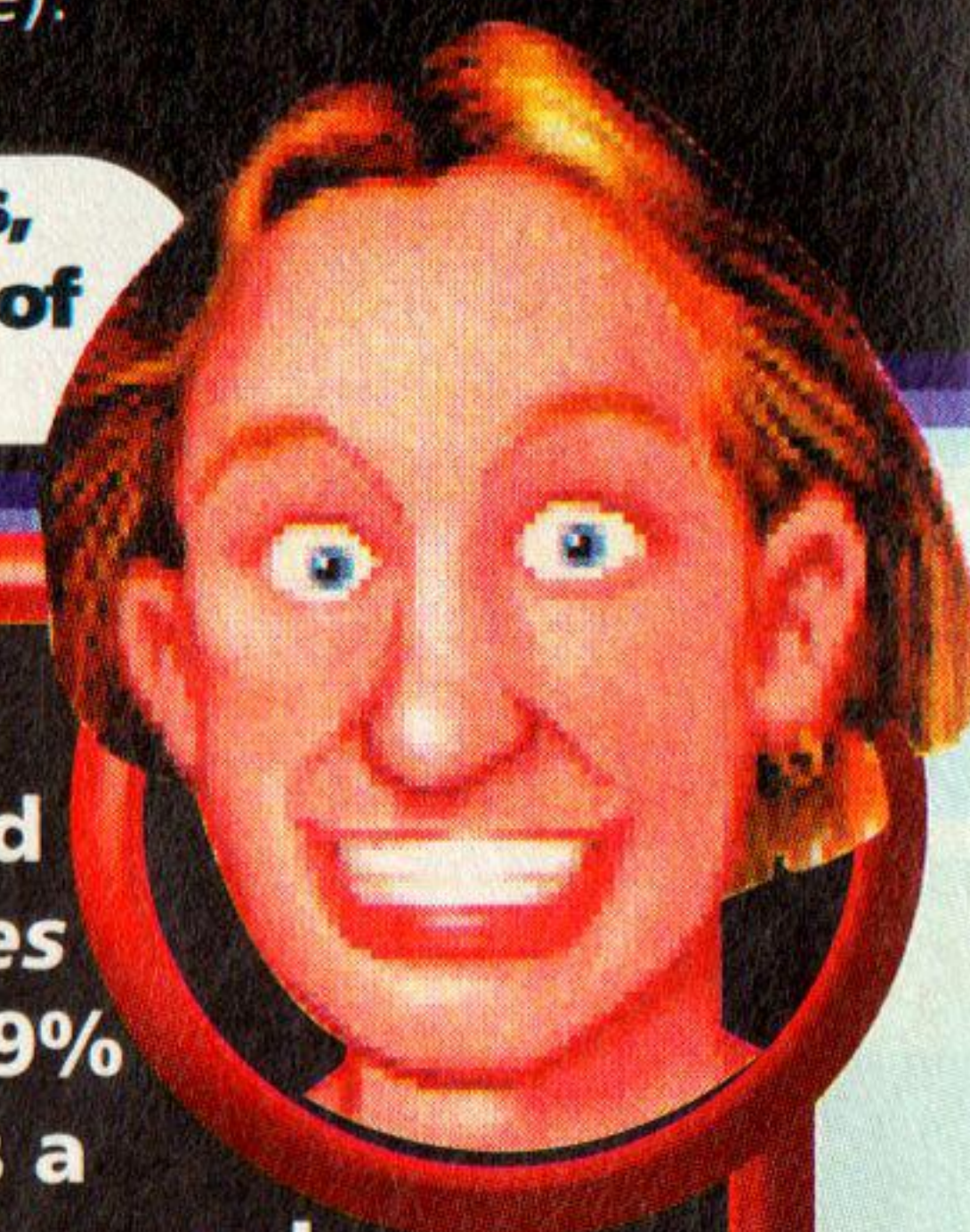
Once again, the game opens with a brilliant intro. This time it shows a Star Destroyer rumbling overhead and launching Darth Vader's shuttle craft towards the half-finished Death Star in the background.

Along with an excellent rendition of the Star Wars theme, it's almost as if you're watching it on video (which, of course, for £2 and a trip to your local vid library, you could be).



Chewbarca setting fire to the nether regions of a dinosaur, or something.

"If you like Star Wars, you'll already have one of the other two games"



JOSSE SAYS...

Super Star Wars and *Super Empire Strikes Back* got 87% and 79% respectively. This is a decent enough game, and isn't actually any worse in my opinion, but the lower mark's justified because this is such a rip-off of the previous games. It's okay but it's all been done before, and done to better effect.



It's panto season again. So, come on – "Behind you!" No? Miserable bunch.



Why do Stormtroopers wear all that white armour? They still get shot just the same.

But as a game it stinks. Most of it consists of shooting baddies who take far too many hits to kill, slipping off platforms for no reason and falling to your death, and getting killed by spikes popping up out of the floor and things falling on your head that you had no way of anticipating.

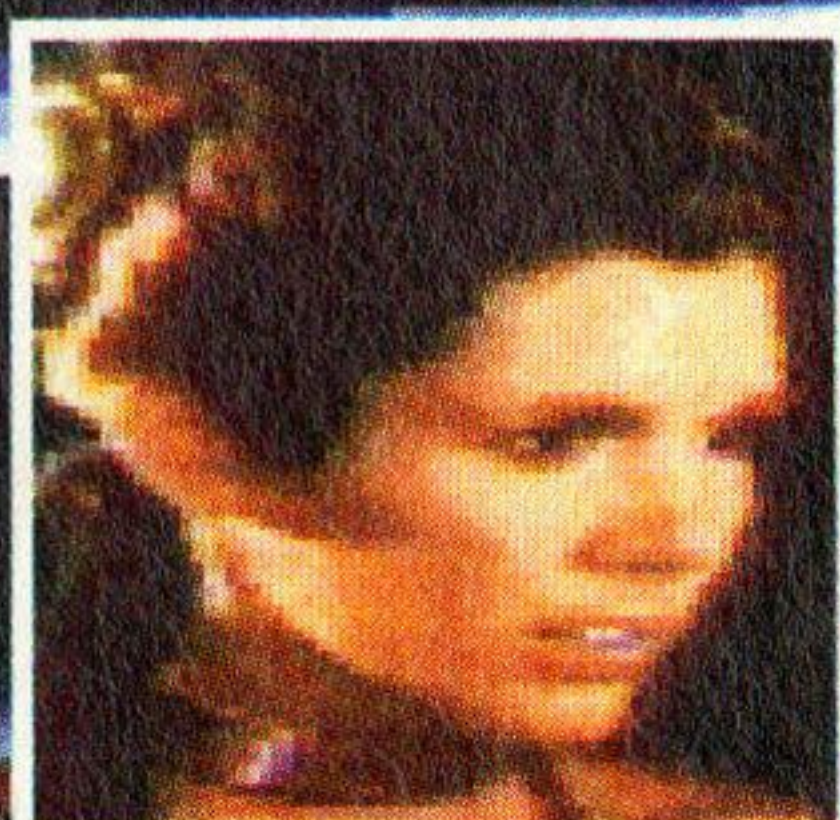
It's so dark you can't see what's going on half the time, and, while some of the 3D bits are all right, the climactic flight down the vent shaft to destroy the Death Star's core is about as exciting as a trip on the London Underground.

Games aren't just supposed to look nice, they're meant to be fun to play as well. After its initial flashy film license appeal has worn off, I'm afraid this one will alternately infuriate and bore you. **LINDA**

T!

RED-EYES
Badly designed, and frankly hardly any fun at all to play

This is the land-speeder bit out of *Super Star Wars*, only with the Millennium Falcon instead.



ER, HANG ON A MINUTE

1 Now I know these films, and I know for a fact that *Return of the Jedi* didn't start off with a land speeder driving along a wiggly road. It just didn't, did it?

2 I also recall the fact that Luke was supposed to resist his inner anger, rather than hitting the Emperor with his light sabre. What's all this about, eh?

3 And wasn't the blowing-up-the-Death-Star bit incredibly fast and exciting, rather than a tedious five-minute slog with practically nothing happening?



GRAPHICS

A bit dark in places, but otherwise *Jedi* looks superb. Squint and you could almost be at the cinema

9

SOUNDS

Incredible music, and loads of great film-sampled sound effects. Just listen to that light sabre!

9

GAMEPLAY

Hopeless. It keeps killing you in completely unfair ways, and is never actually fun to play

4

LIFESPAN

Loads of difficult-enough levels, but you'll never play it again once you've made it to the end

6

TOTAL! JUDGEMENT

"*Jedi* looks and sounds absolutely superb, but don't be tempted by that. It's gameplay that matters and this is really pretty miserable to play. My advice is not to bother"

TOTAL! SCORE

59



Coo. This bit was incredibly dark and confusing on my telly, but it seems to have come out all right here.

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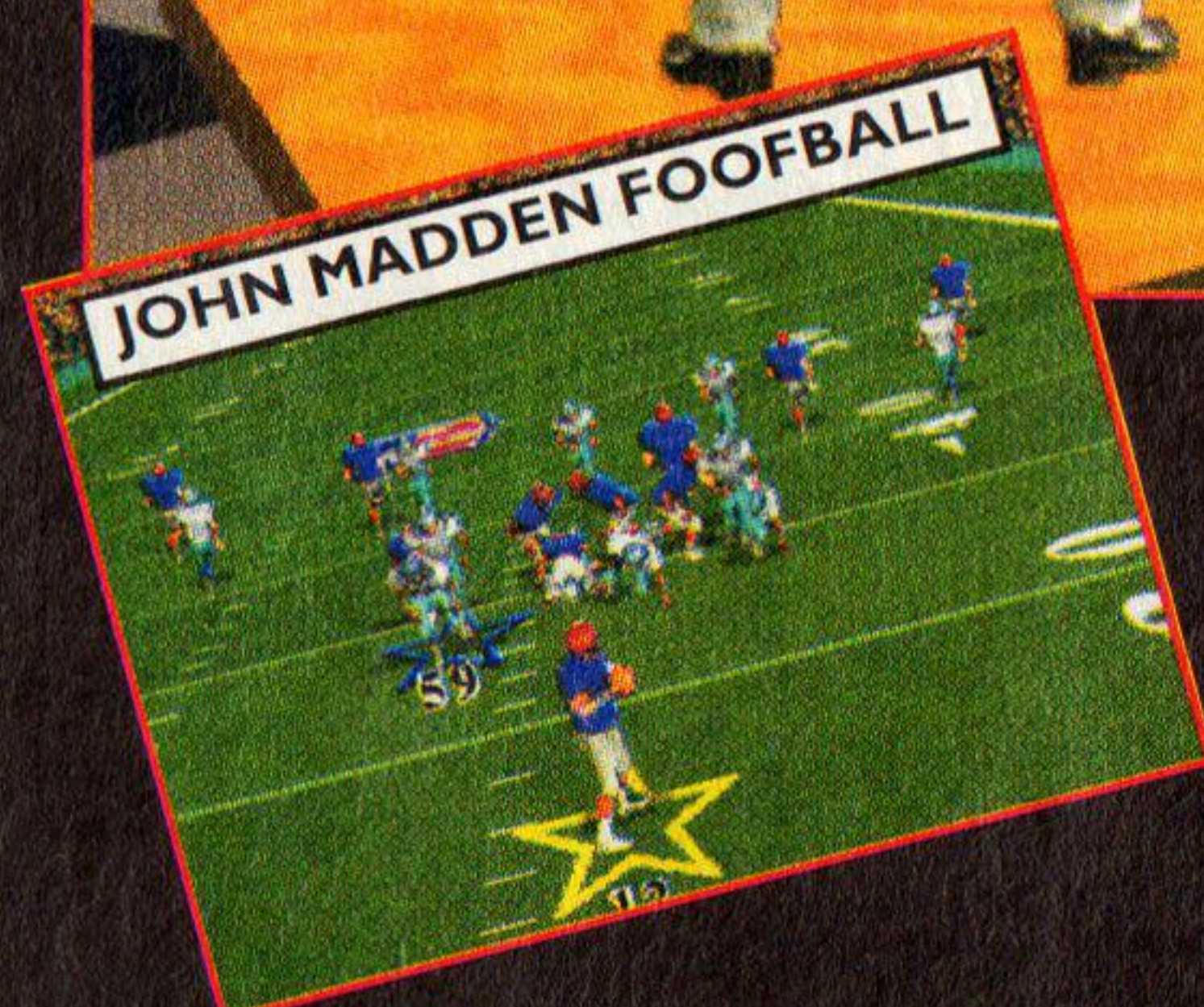
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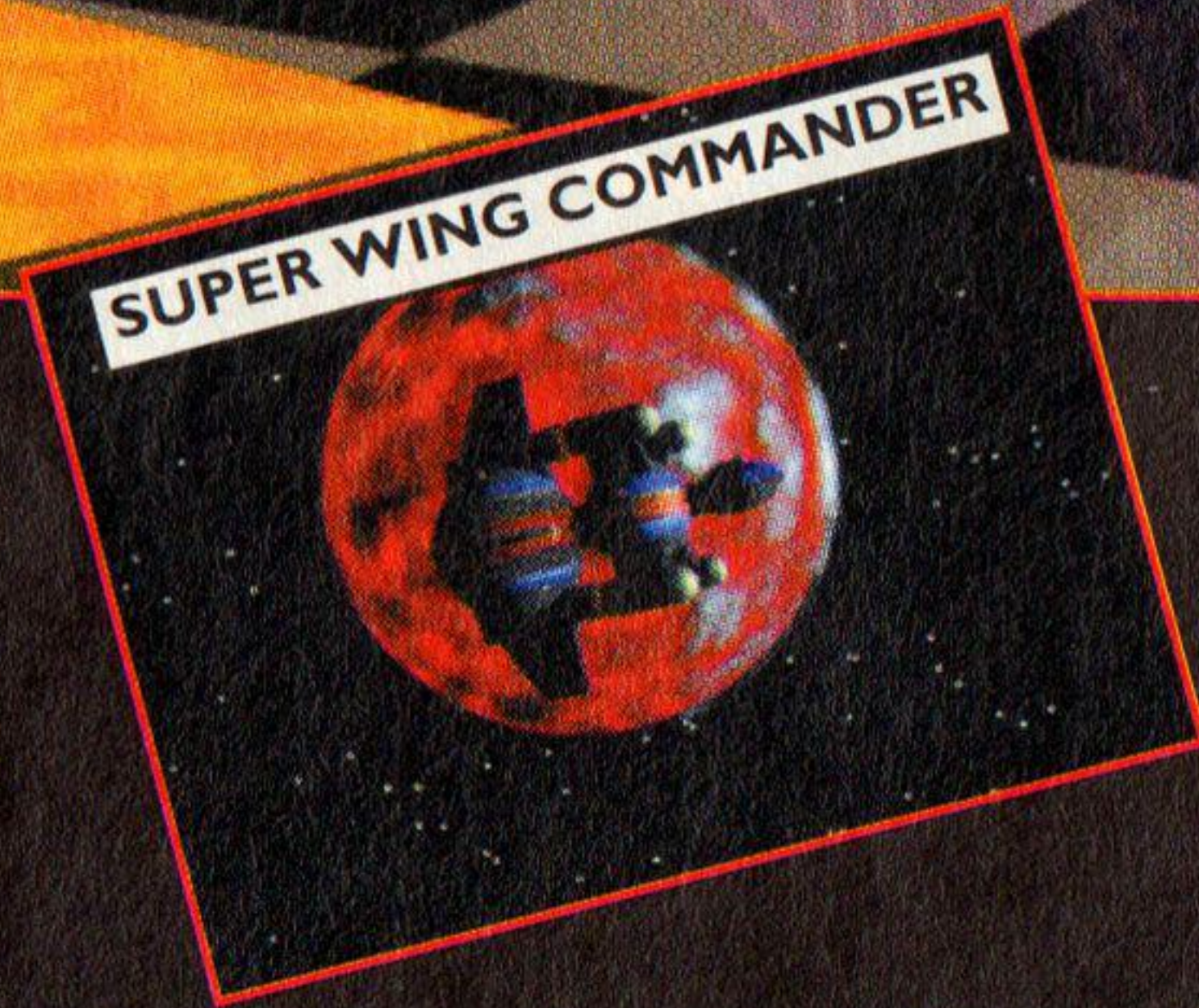
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TWISTED
3DO Actual Screenshot



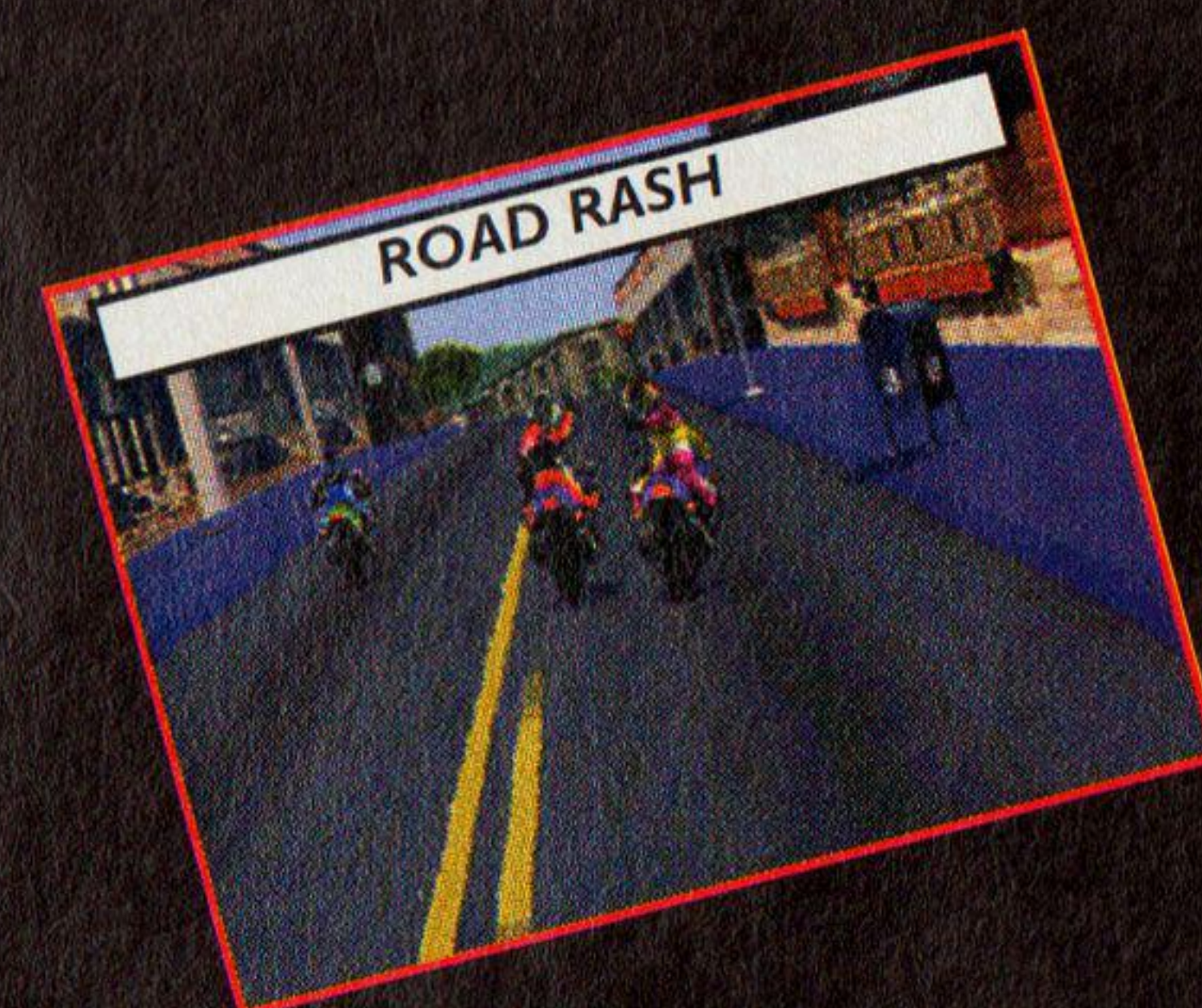
JOHN MADDEN FOOTBALL



SUPER WING COMMANDER



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ALIEN v PREDATOR
Actual Screenshot

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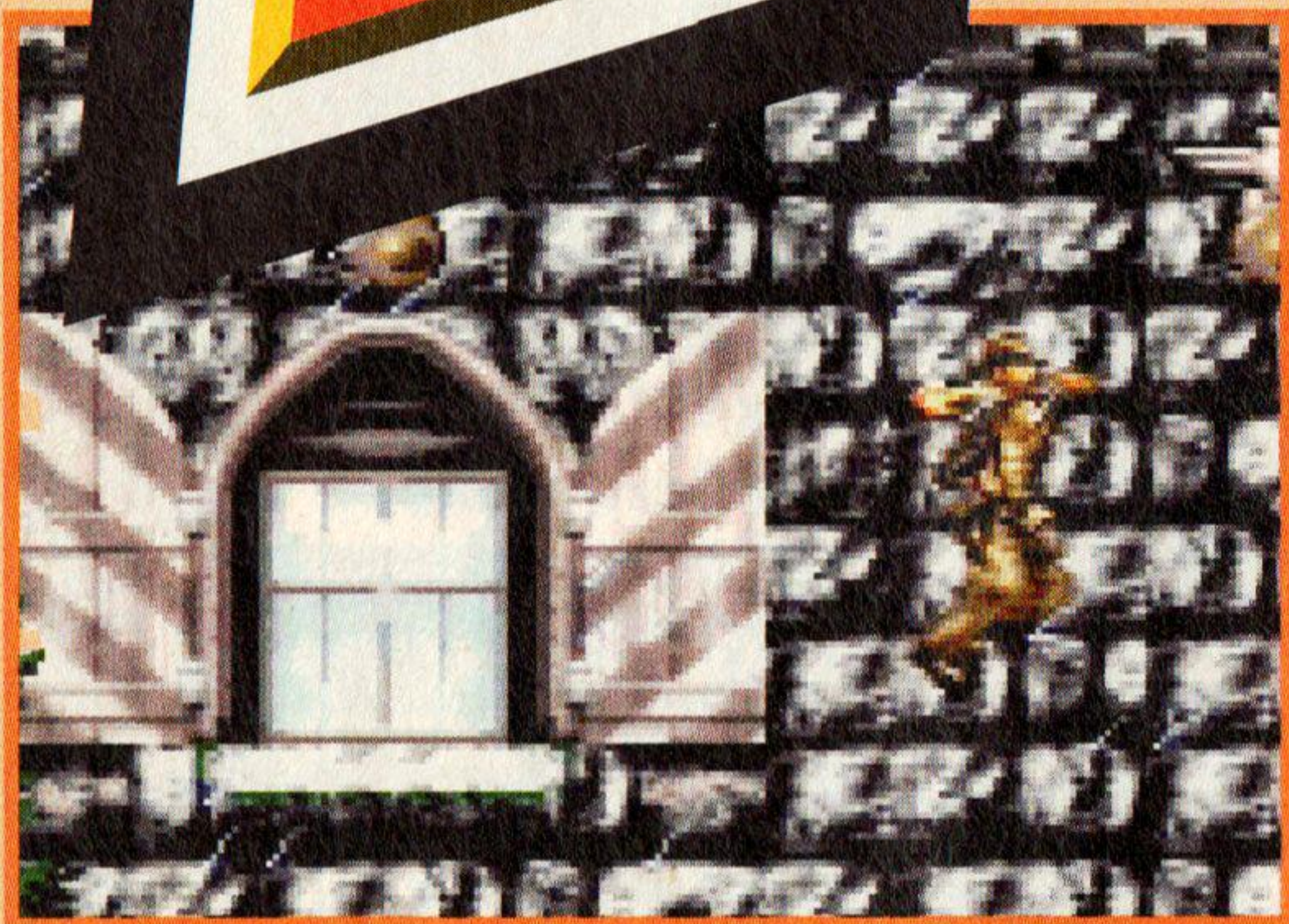
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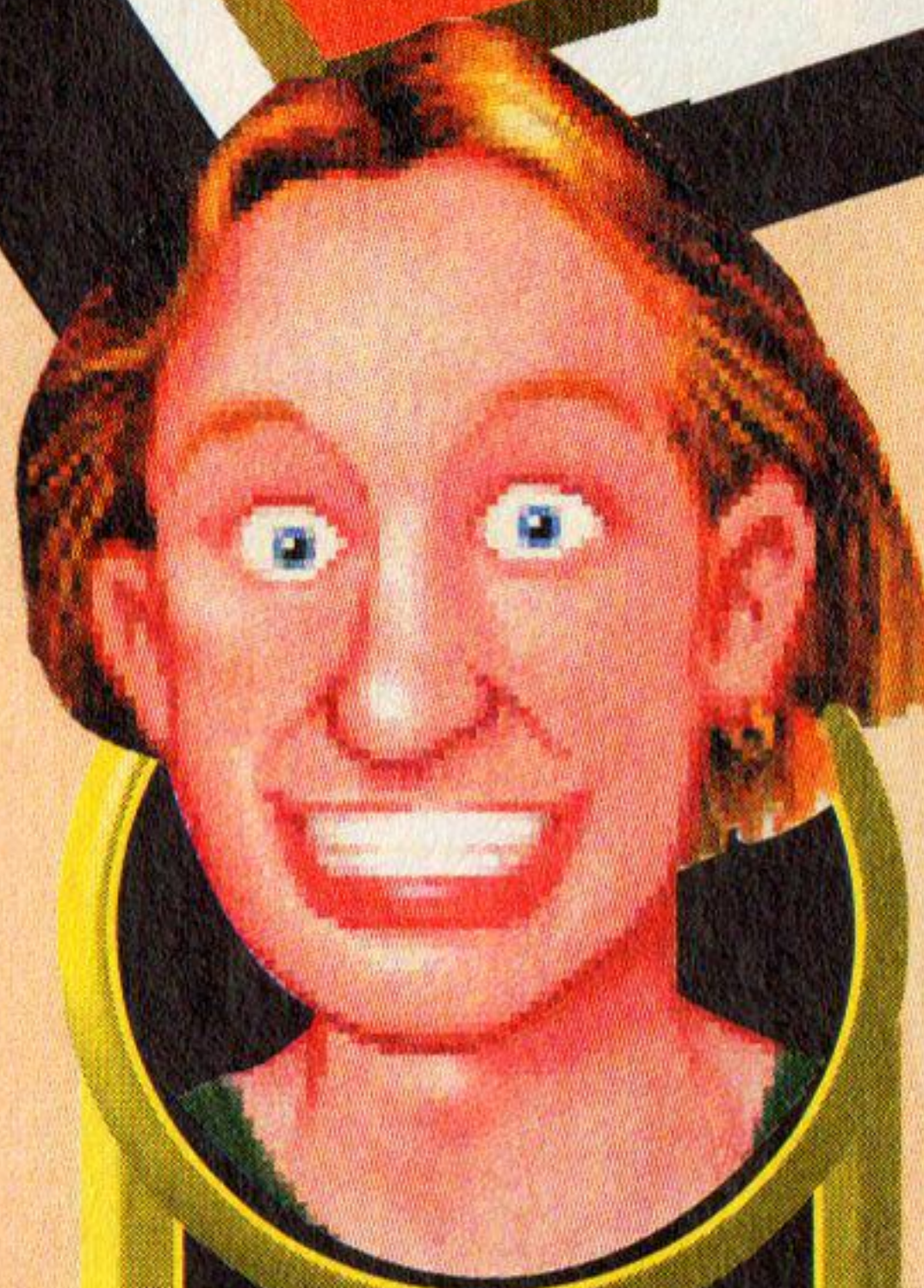
INDIAN JONES



You can't say that Indy doesn't know how to leap from a window ledge, can you?



Standing on fireplaces is also a doddle for our hero and wandering between a piano and a box? Pah, easy.



PLAYERS:
ONE
FROM:
JVC
PRICE:
£50
RELEASE:
OUT NOW

The **TOTAL!** team reckon that Josse cracks the whip in the world of **Super NES platform adventures**. Have you anything to say to that, Dr Jones?

Of course, we all expect sequels of games from the same company to have certain similarities to their predecessors, if just for the sake of continuity, but games based on entirely different licenses? It's a bit much really.

If you can't immediately tell from the screen shots, *Indiana Jones* the game is, in lots of important ways, identical to the *Star Wars* series of games. Fine games all, but if the makers think that changing the graphics is anywhere near good enough then they're wrong.

It's no wonder Harrison Ford looks so worried when his appearances vary so little from game to game.

Indiana Jones the game is a scrolling beat-'em-up with a couple of

GREATEST A

variation levels thrown in as (what feels like) an afterthought and it's alright really. The platform bits are no better and certainly no worse than they were in the *Star Wars* games.

There's plenty of the same jumping about and lots of opportunity to avoid various spikes which pop out of the ground and up your jacksy. Even the nice little health and weapon power ups are still scattered about the levels. The 3D bits, which generally involve some sort of race against the clock are quite prettily done, if a tad frustrating. Yep, it's all fine really, and as a package it's

HATS
Plenty of old-school precision jumping and power-ups

"A more than respectable platform romp."



ATKO SAYS...
Okay, so it's similar to the *Star Wars* games but we loved them, right? Plus there are a whole load of new sections in here.

So far Dr Jones has never had a game worthy of the licence and I reckon that this offering is a more than respectable platform romp. Get it!

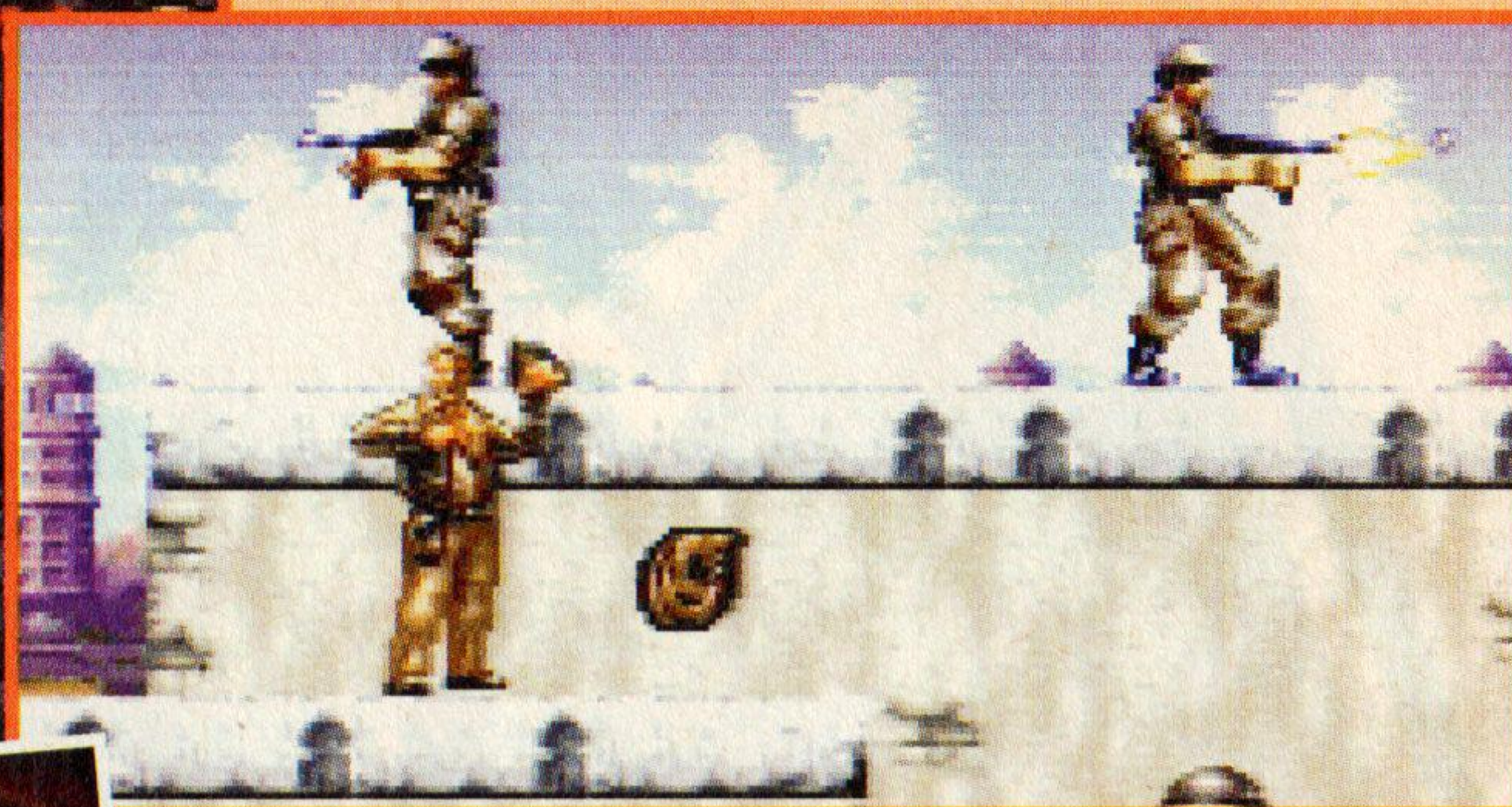
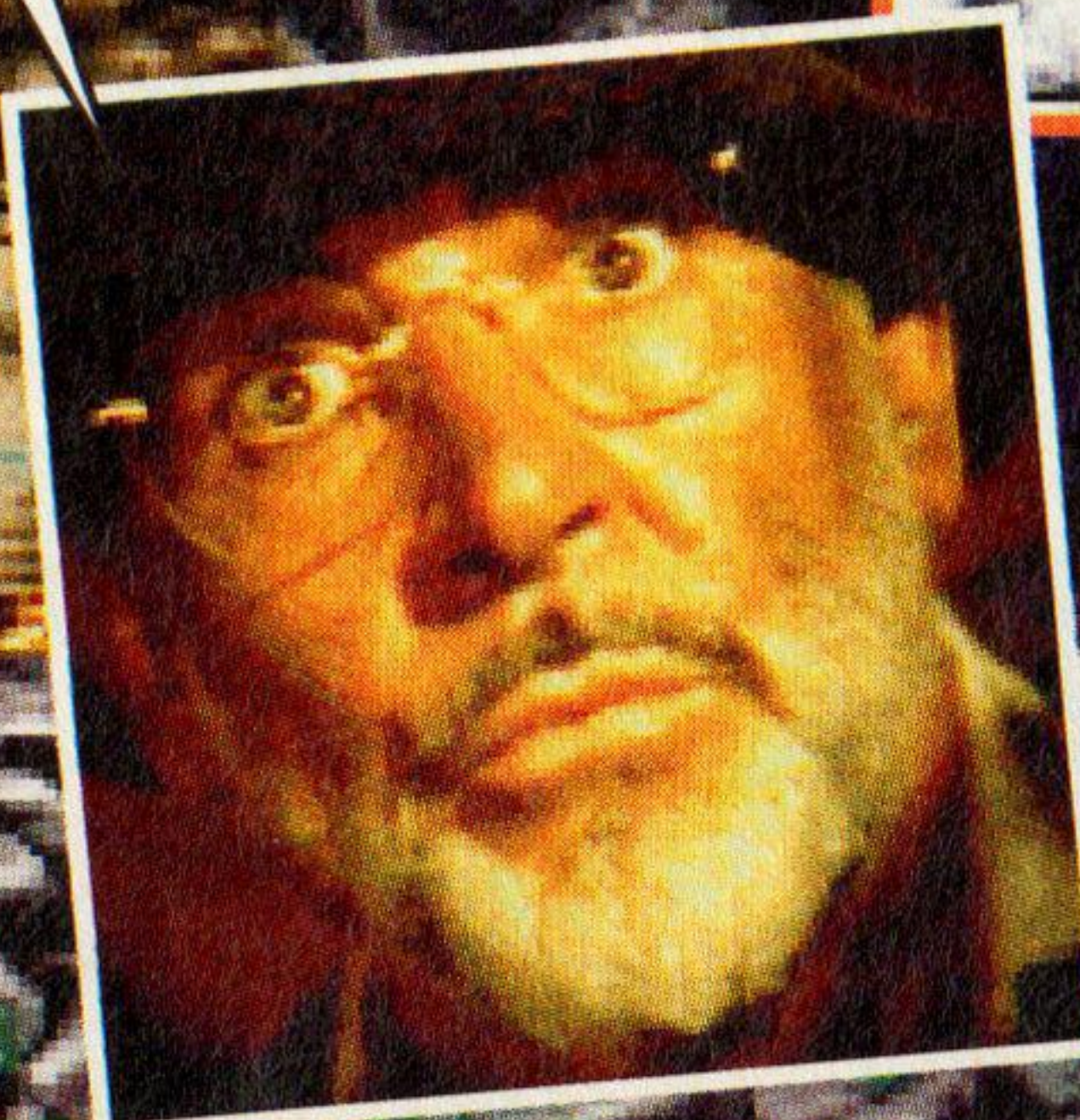
STAR WARS ADVENTURES

as slick as you'd expect. The game roughly follows the plot of the movies (and I did say roughly) and there are enough nice little cinematic tie-in sequences to keep the license-freaks happy.

Plus, it's huge. For those of you who've tried the *Star Wars* games and loved what you found Indy could be just what you're looking for – it's not just the same engine, it's the exact same gameplay but with lots (and lots) of new levels – but for the rest of us it's just more of the same and let's face it, life's just too short. **JOSSE**

PRATS
Lots of old hat
gameplay and
not enough
originality

Shome mishtake, surely?



Phew, it looks as though the guards have completely missed Indy here.



Good old canopies, eh? Where would we be without them?



And let's hear it for massive great round boulders. Or not. Whatever.

TOTAL! TACTIX



Among Indy's many talents is a quick roll which you'll have to use early on. It looks like there's nowhere to go but push DOWN and A and you're through.

GRAPHICS

Pretty good actually, with pretty, themed backdrops and reasonably good animation

8

SOUNDS

There's some speech in here which works okay, and the soundtrack's suitably squashbuckly

8

GAMEPLAY

It's just like *Star Wars* – good, if unspectacular and fairly challenging throughout

8

LIFESPAN

If you've played the *Star Wars* games you'll get bored by the gameplay fairly quickly

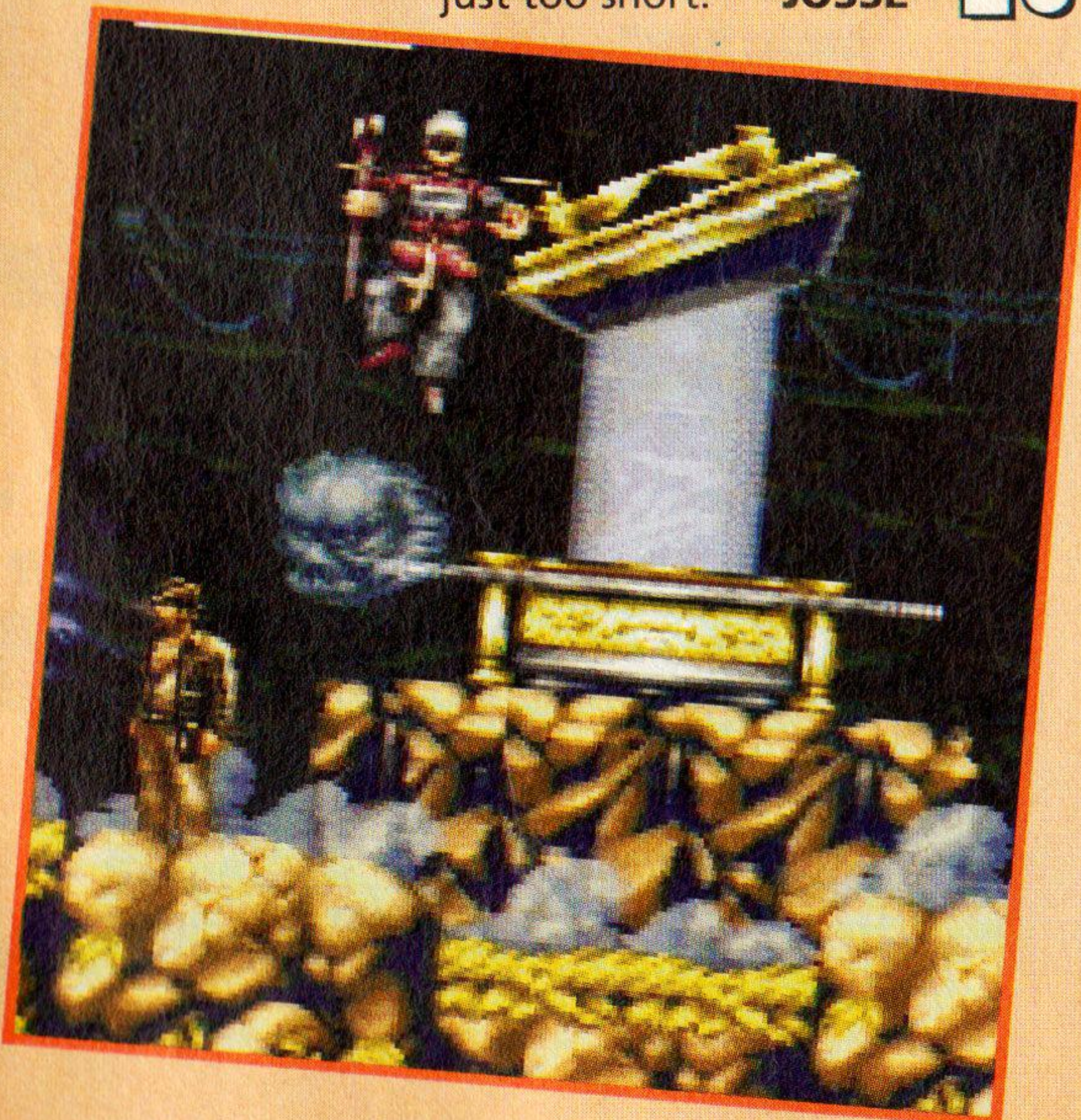
7

TOTAL! JUDGEMENT

"Actually, if the *Star Wars* games hadn't come before it, *Indy* would have seemed pretty good. But they did and this is just a touch-up of the same game"

TOTAL!
SCORE

75



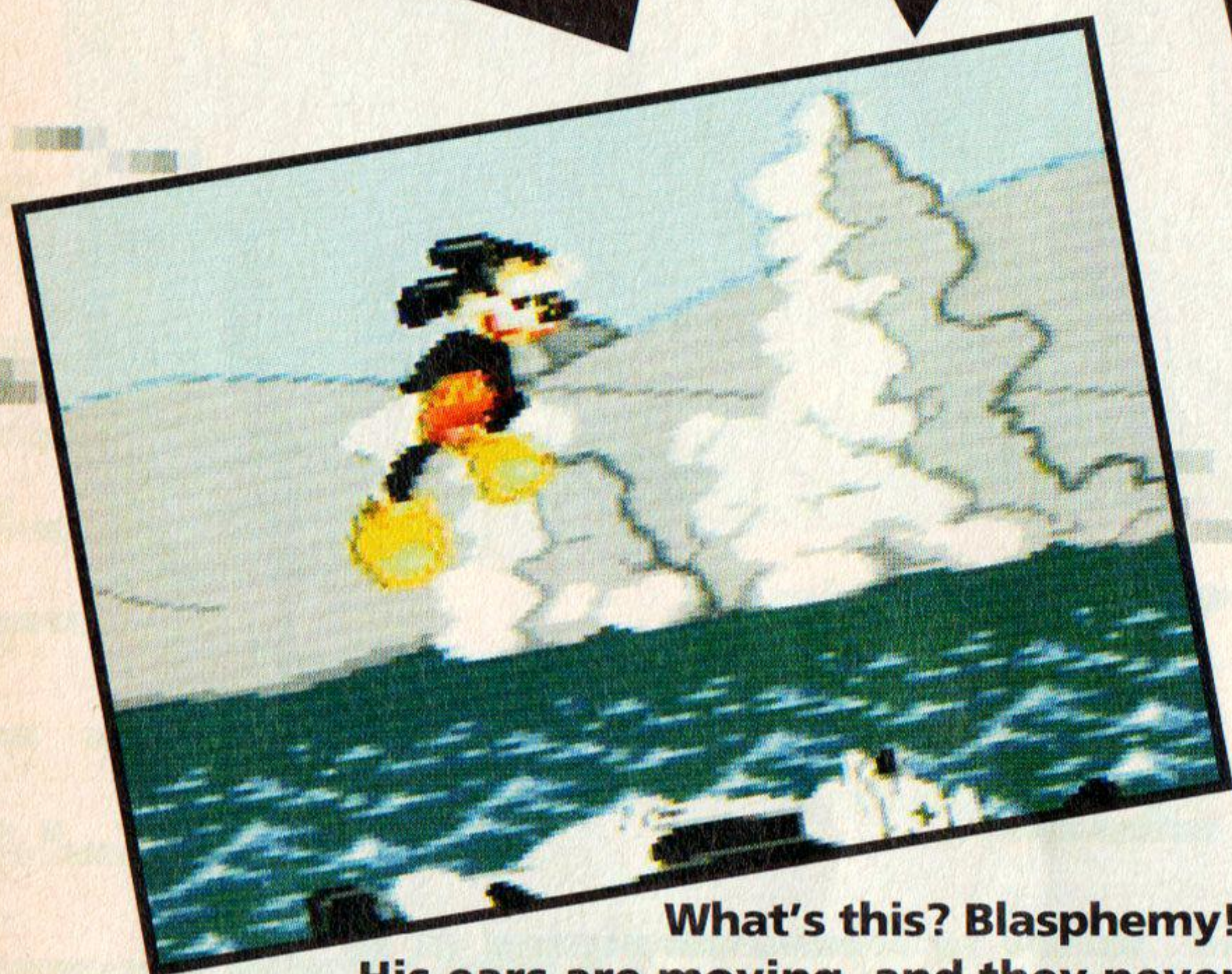
MICKEY MANIA

TOTAL! SNES REVIEW



PLAYERS:
ONE
FROM:
SONY
PRICE:
£50
RELEASE
NOV

Atko's perfectly placed to judge *Mickey Mania*. He's manic, animated, unfunny and blessed with massive and ugly ears.



What's this? Blasphemy! His ears are moving, and they never do that in real life. Do they?



Mickey indulges in a little break dancing burn-off with a passing skeleton.

Yeah alright, you've got your snazzy new Disney films and games, but does goody two shoes Aladdin have over fifty years of hard experience in the entertainment business or big black shiny ears that always, no matter what, stay side-on to the viewer? Does Mowgli have shiny round shoes with white holes in them and a girlfriend named Minnie? Who on earth is this upstart Lion King?

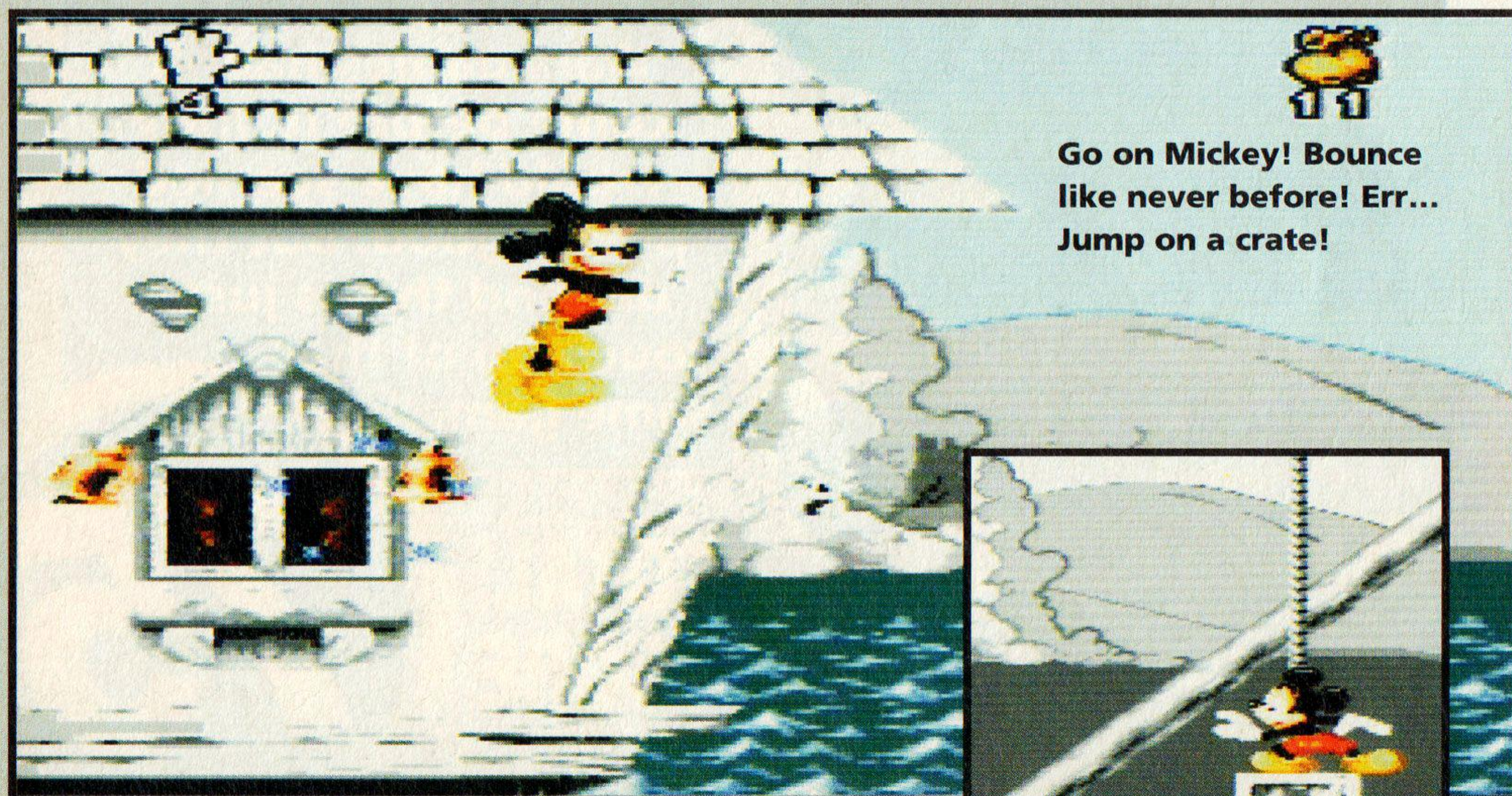
When you talk about Disney you're talking about two things. You're talking about

MICKEYS
Lovely to look
at and varied
to play

the films and you're talking about the cartoon shorts. The shorts, featuring Mickey, Donald and the rest have been going ever since Mickey and Donald pioneered them in the black and white classic, *Steamboat Willy*.

Mickey, ruthlessly determined, ambitious and professional character that he was, never allowed the fact that he wasn't actually as funny as any of his animated rivals to get in the way of his career and is still going strong today. Go into the right bar and you might well see him concluding a shady deal with Frank Sinatra or teaching Sammy Davis Jr a soft shoe shuffle or two. Except Sammy's dead.

Anyway, in the equivalent of a nostalgic career-boosting TV tribute special Mickey takes a trawl through his career highlights in *Mickey Mania* from his steamboat days, through his brief anti-Vietnam psychedelic counterculture phase to the present day. All of the original baddies



Go on Mickey! Bounce like never before! Err... Jump on a crate!



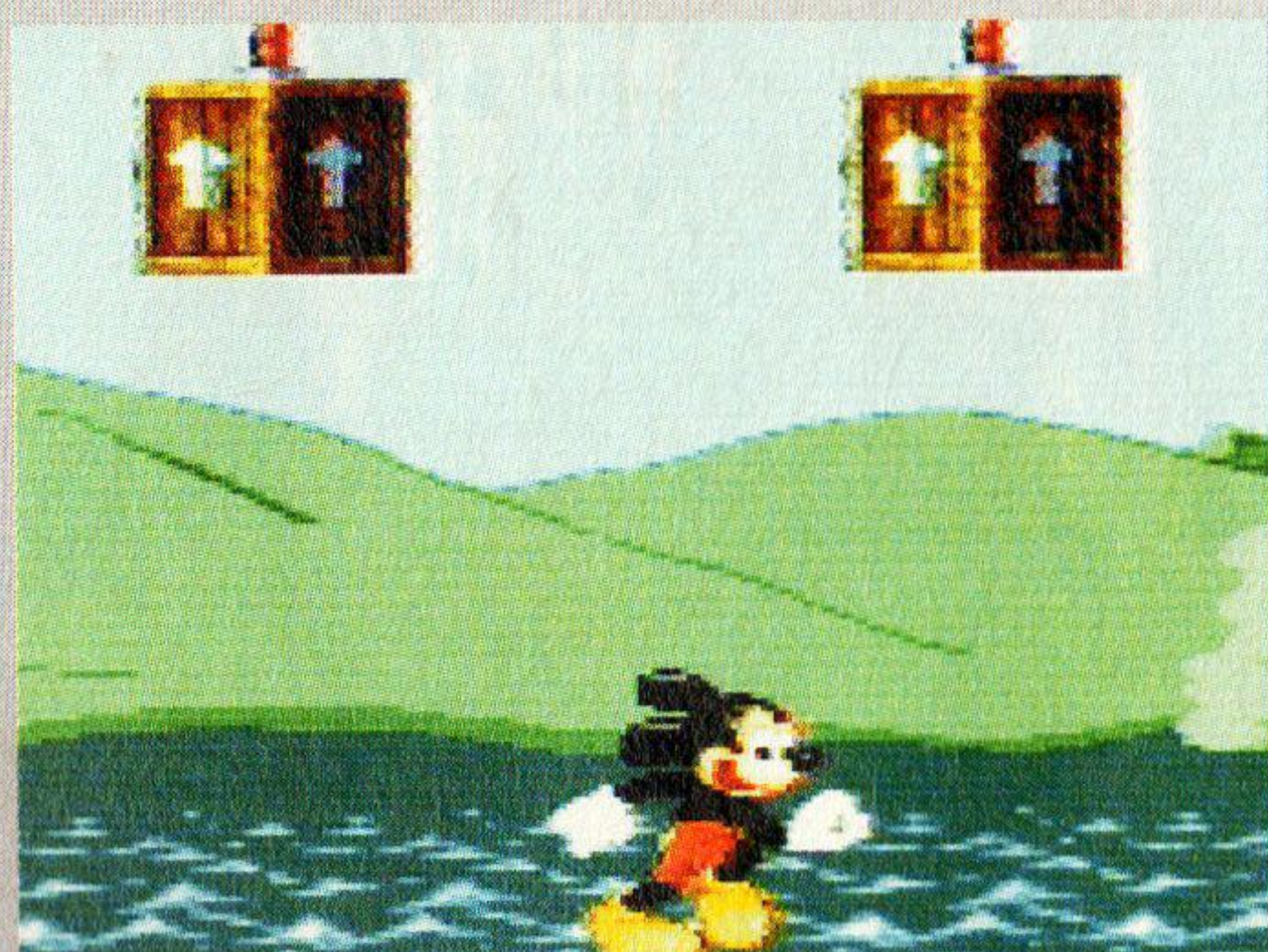
"Much mouse-related malarkey"



JON SAYS...

This is a neat little idea for a Mickey Mouse game. Not just because it acknowledges Mickey's black and white *Steamboat Willy* origins, but for the admittedly talentless and cack-handed games player, like me, it's not too difficult. Still it's lots of fun, and there are loads of levels to explore!

**Hey Mickey,
you're so fine you
blow my mind!
Hey Mickey!**



The first boss you stumble across is a bizarre bomb-dropping machine. Killing it is simple enough. Jump on to the side of the bottom cogs and jump up, throwing at the other one.

If the bottom cog collapses before the top one, simply wait for a spring to drop down and use that. Okay?

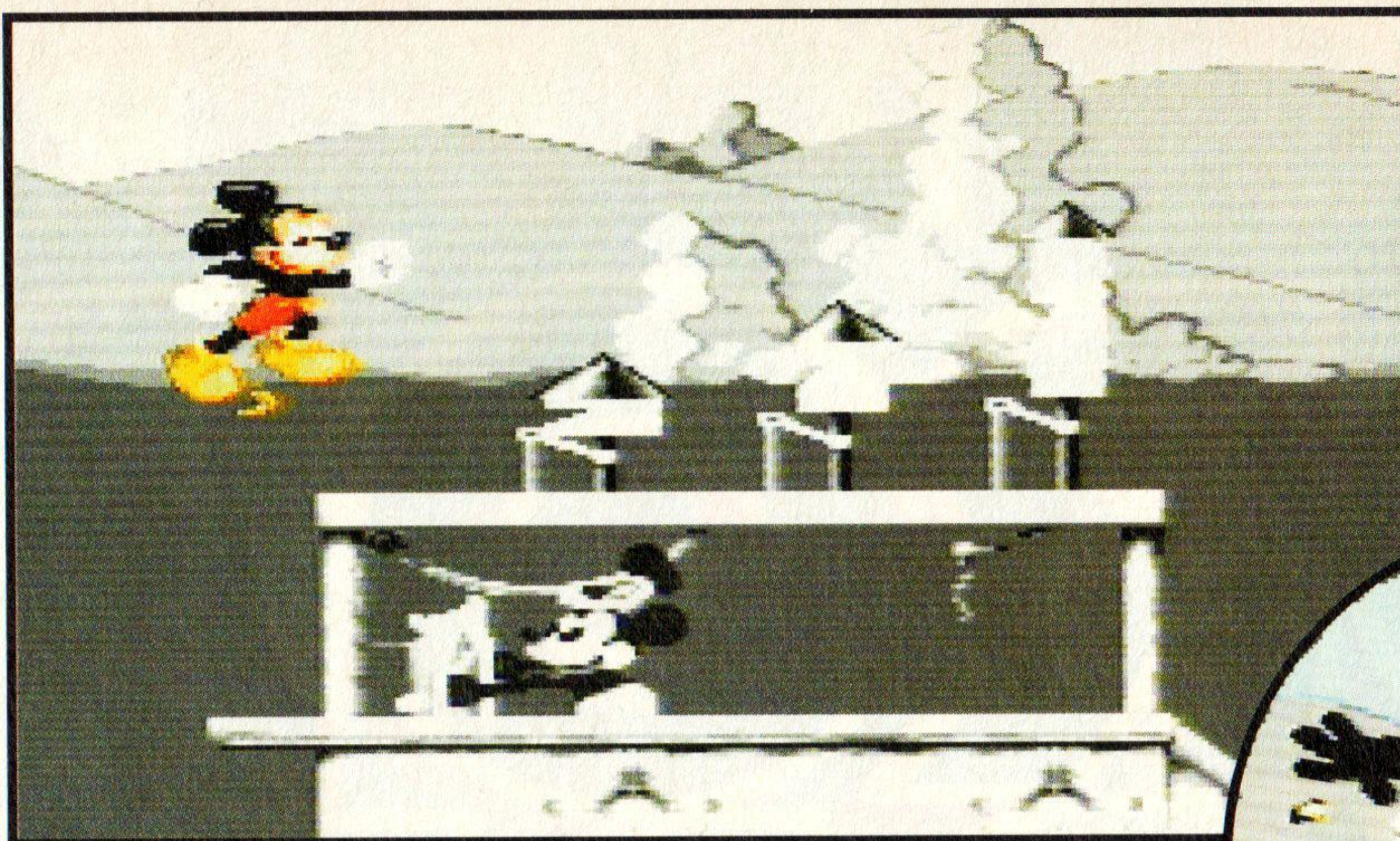
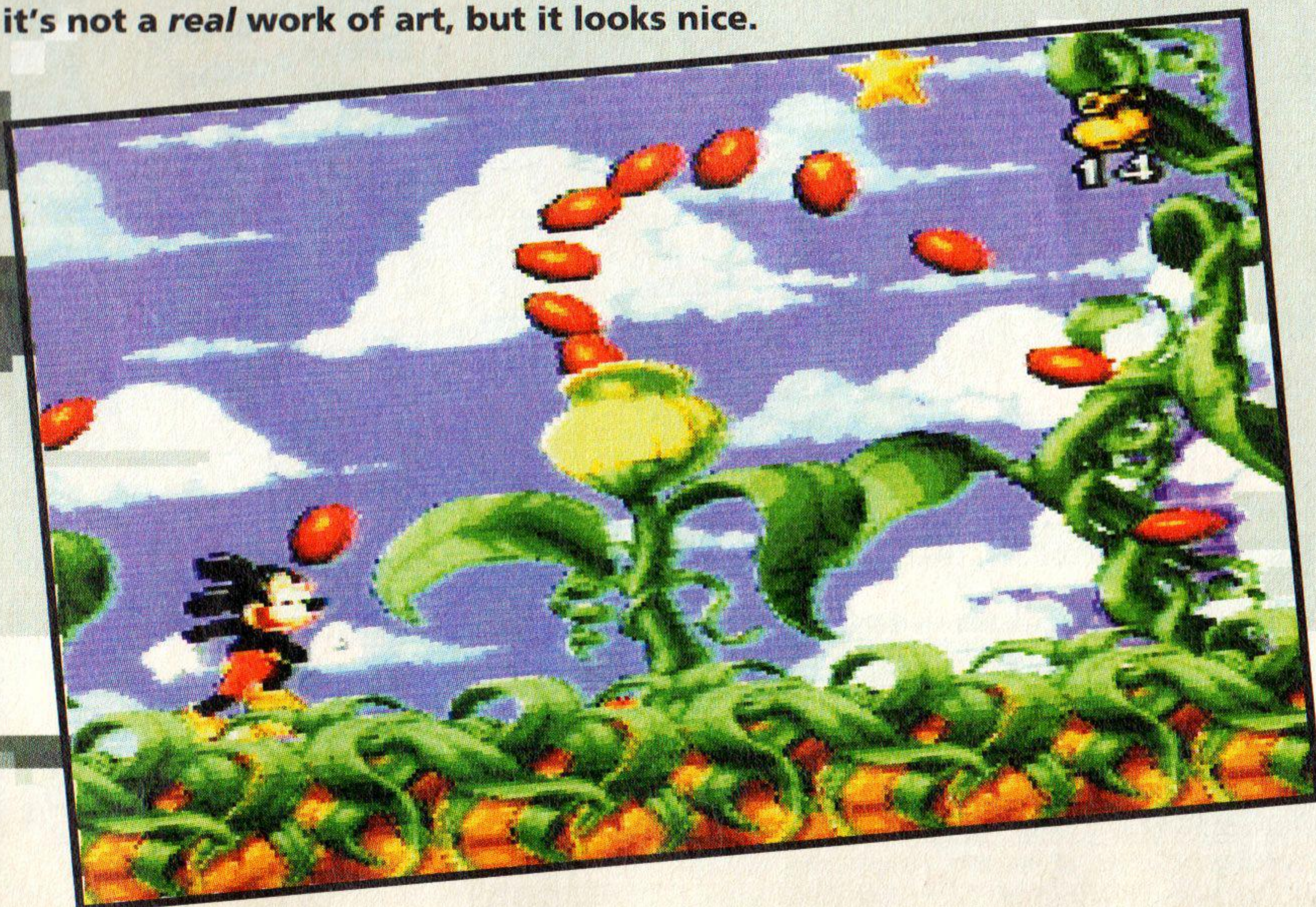
and settings are dragged from the archives and faithfully and reproduced in a series of slick stages that only broadly stick to the tried and tested platform format.

There are more than enough puzzles and trolley-ridin', dinghy-drivin', lift-movin', bomb-makin', tower-climbin', beetle-ridin', blade-dodgin', ghost huntin' and moose-dodgin' shenanigans to keep the most impatient gamer occupied and the superbly smooth graphics are only what you'd expect from such an old pro. Even the gormless mutt Pluto turns up occasionally.

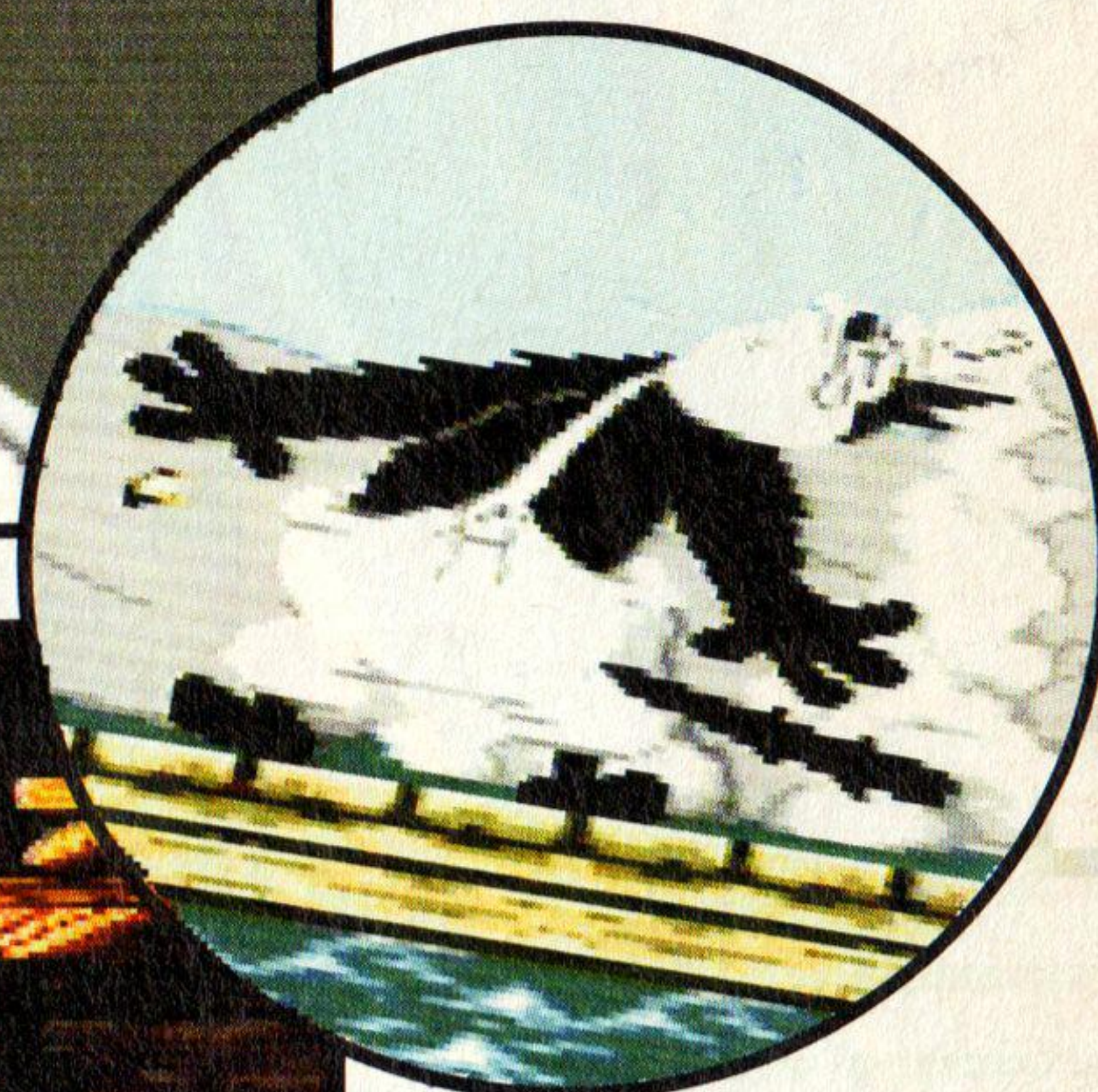
Mickey Mania is huge, varied, extremely pretty, admirably playable and sticks to the character's history. You can't really say fairer than that these days, can you? **ATKO**

THICKEYS
Perhaps a tad
easy for
experts

When you can see it moving, this seed-spewing plant's a real work of art. Well, no, it's not a *real* work of art, but it looks nice.



Steam whistle, girlfriend and fatty-baiting fun aplenty in Mickey's first black and white cartoon outing.



Above: Identify this character and you could win a night out with Thick Dyer!

GRAPHICS

The animation's every bit as good as you'd expect and some of the spot effects are stunning

9

SOUNDS

Cheerful, bright and jolly. Well what else did you expect, it's Mickey Mouse innit?

8

GAMEPLAY

It doesn't break new ground but it takes the best elements of the best platformers and mixes them nicely

8

LIFESPAN

It's not all that difficult so novices like Jon won't be excluded, but there's plenty of it

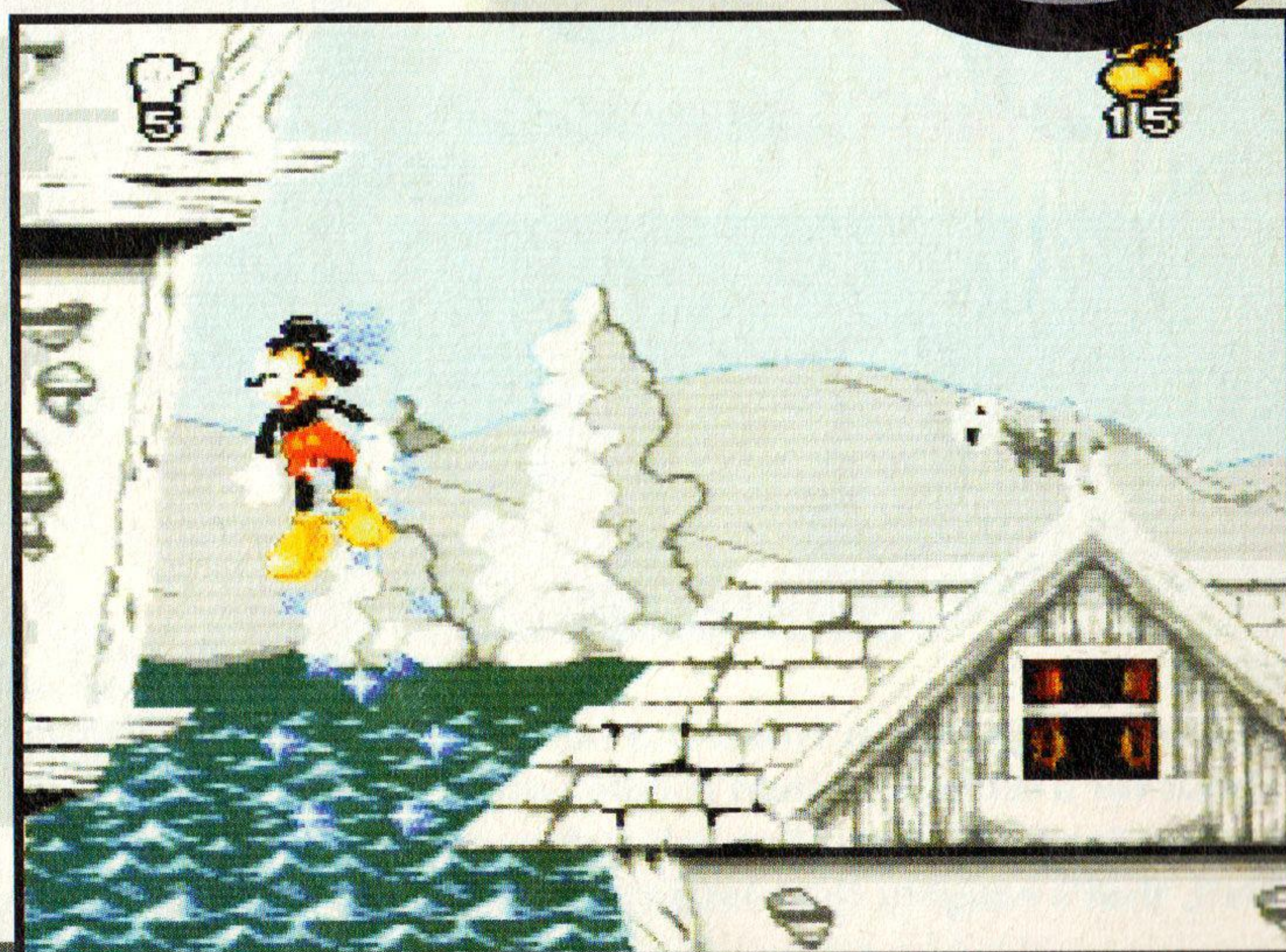
8

TOTAL! JUDGEMENT

"It's not revolutionary in any way, but what *Mickey Mania* shows is that decent platformers can be made with a bit of effort and some darn lovely visuals. Squeaky clean!"

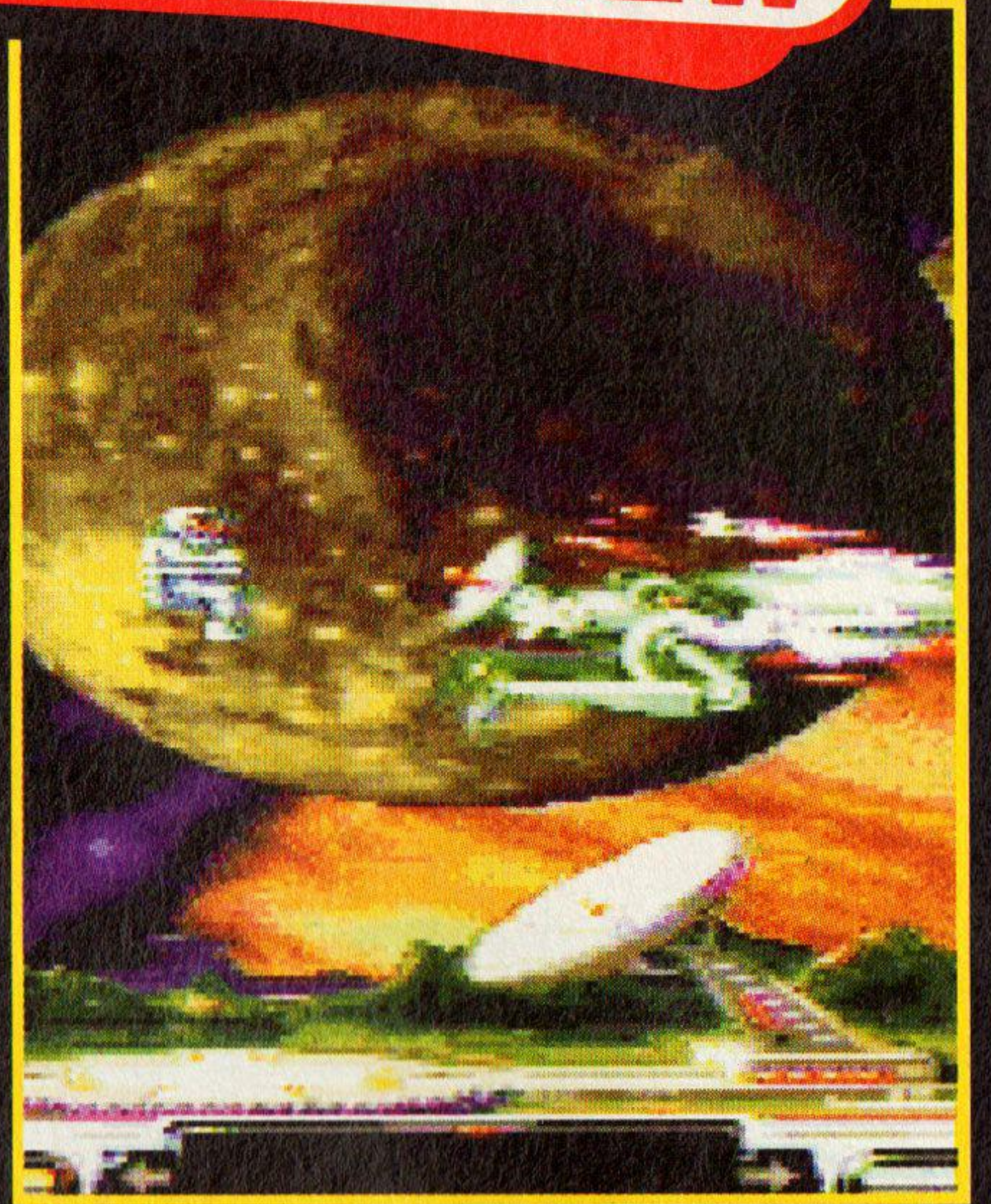
**TOTAL!
SCORE**

85

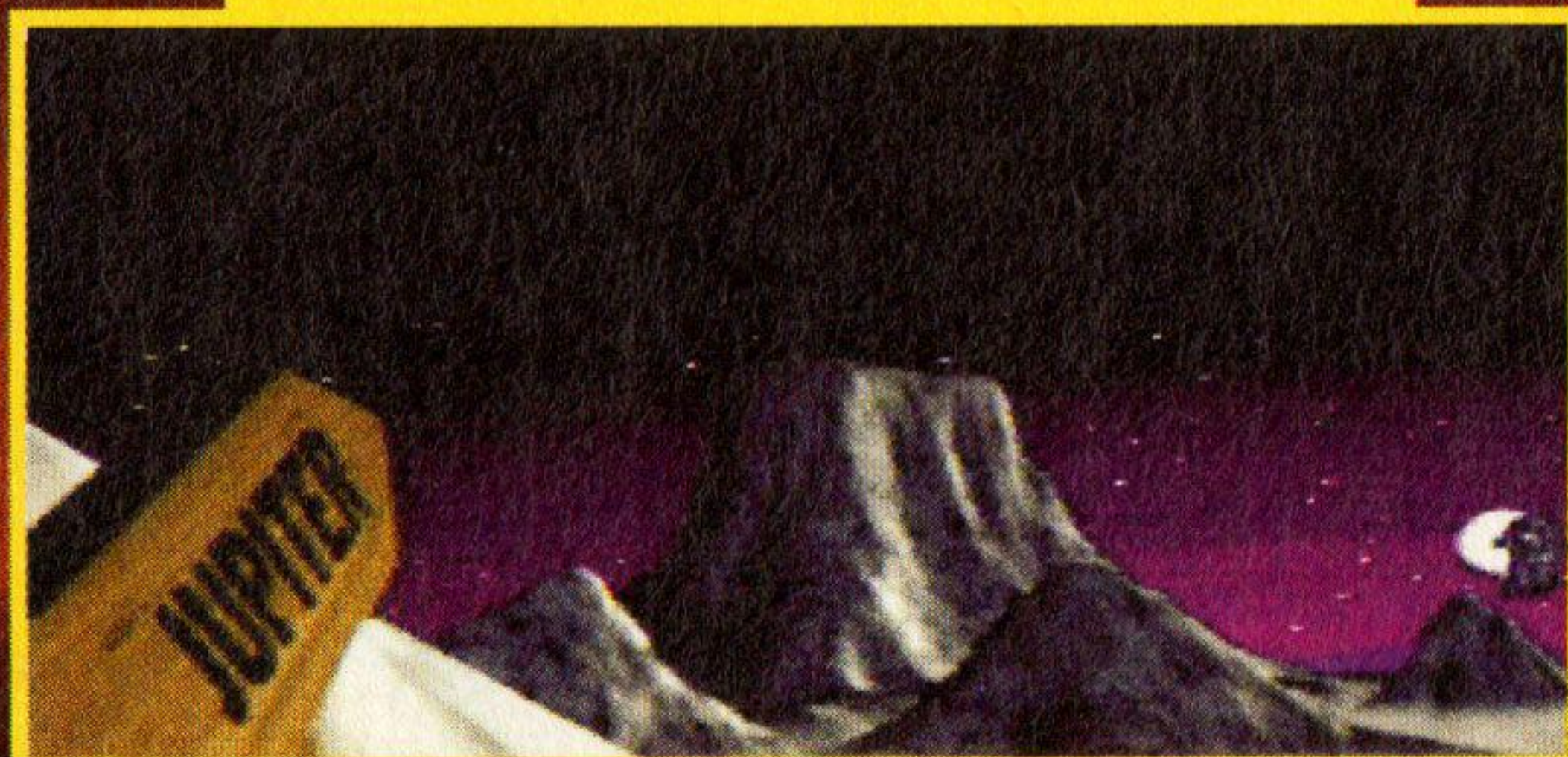


SUPER DROP ZONE

TOTAL!
SNES REVIEW



This is one of the bosses. It's a bug-type thing wot shoots lasers at you.



The intro sequence in which our hero flies about for a while and then toddles off to Jupiter for a bit of an alien-related laugh. Well, that's roughly the plot anyway.



PLAYERS:

1-4

FROM:

PSYGNOSIS/

EUROCOM

PRICE:

£49.99

RELEASE

JANUARY

Andy Dyer travels back in time and discovers a mysterious thing called "Good Gameplay".

Had you been paying attention nearly ten years ago, videogame fans, you would have heard more than just a little chattering about a

new game called *Drop Zone* on the Commodore 64. It was written by a geezer called Archer Maclean. Back then he was, most likely, dressed in very scabby jeans, driving around in a clapped-out motor and sporting a typical post-70s programmers hairdo. Things have changed though. Now he's fabulously wealthy, he wears rather tidier jeans, he has a whole range of classic sports cars, his hair is immaculately trimmed and he's just created a game called, er, *Super Drop Zone*.

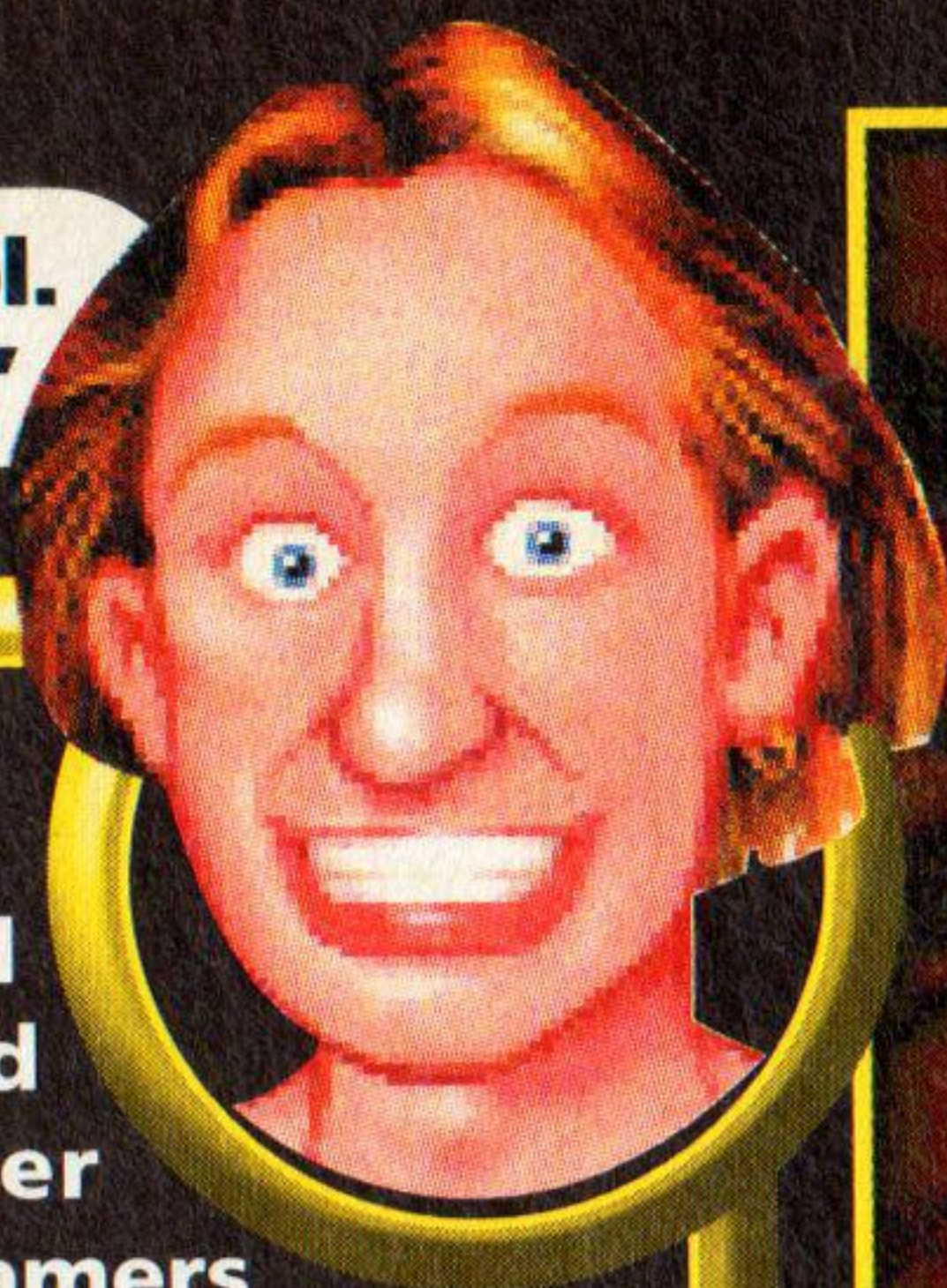
All right, all right, so after years of creating fantastic and technically spiffing titles, Archer has come full-circle and dished out *Drop Zone* again.



ZONES
Utterly classic
gameplay and
great sound
effects!
Its tops!



"Excellent tight control.
For pure gamers only"



JOSSE SAYS...

This is a stunningly playable game, and while it's great for old farts who remember the original, new gamers might find the basic structure a bit hard to take. Give it a go, but if you really can't get your head around it, you'd be better off sticking to a newer shooter like *Super Probotector*.

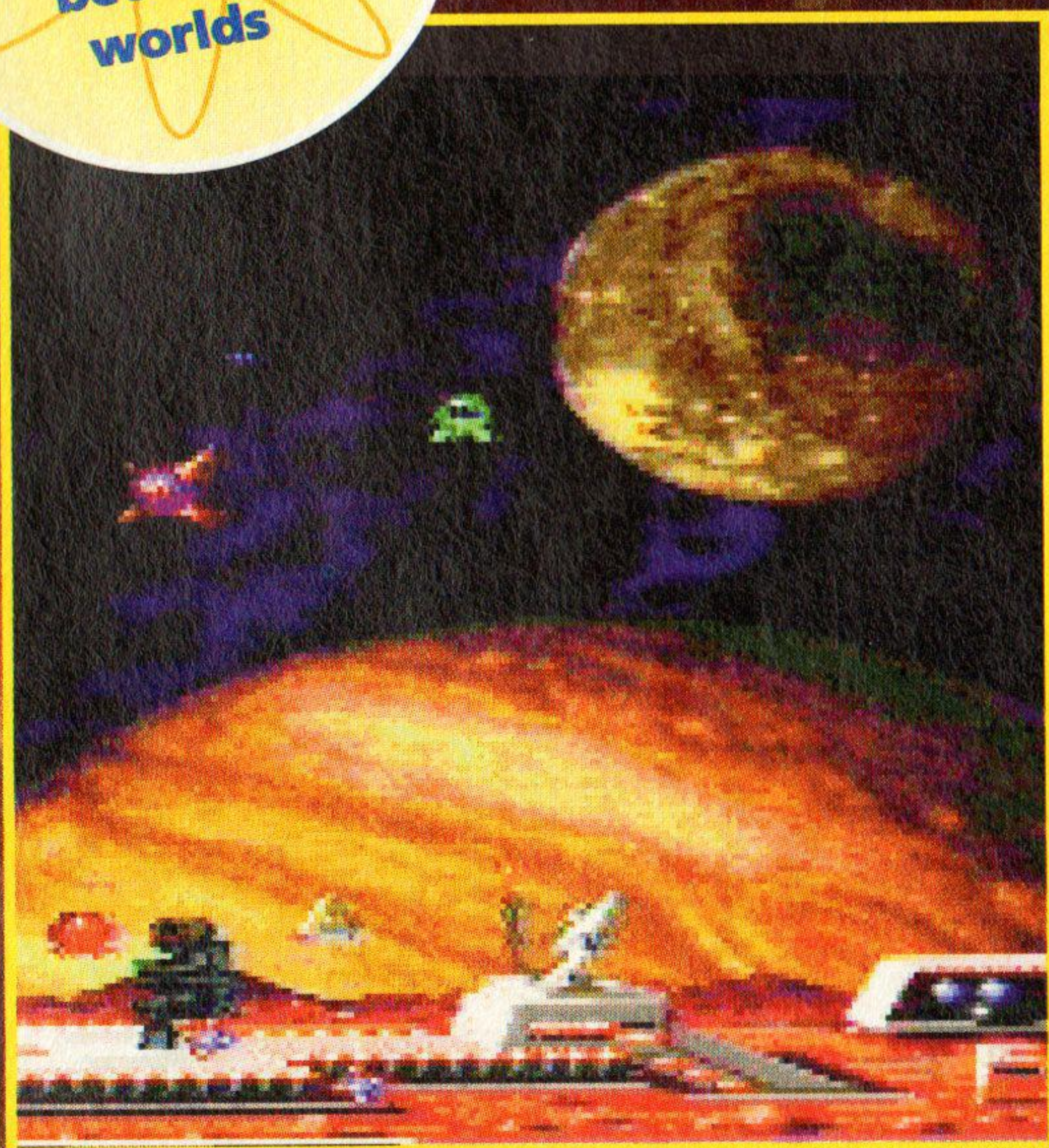
And true the graphics aren't remarkably any better than those in the original (excepting a few cosmetic touches that utilise the additional power of the SNES) but, and do believe me when I tell you this, we have to be thankful for the man's sudden piece of retro thinking. What we have here is pure, distilled gameplay. No frills, no fuss, but utterly gripping, fantastically addictive adrenaline-pumping shoot-'em-up action.

There's no need for a lengthy description of the game. It's based loosely on the old arcade classic *Defender*, only there's more to it. You skim across the surface of a planet defending little pods from the onslaught of alien invaders. As you progress you pick up bonuses and power ups. The action never lets up. And even after you've completed the 40+ levels, the whole thing loops back to the start and the difficulty steps up a notch.

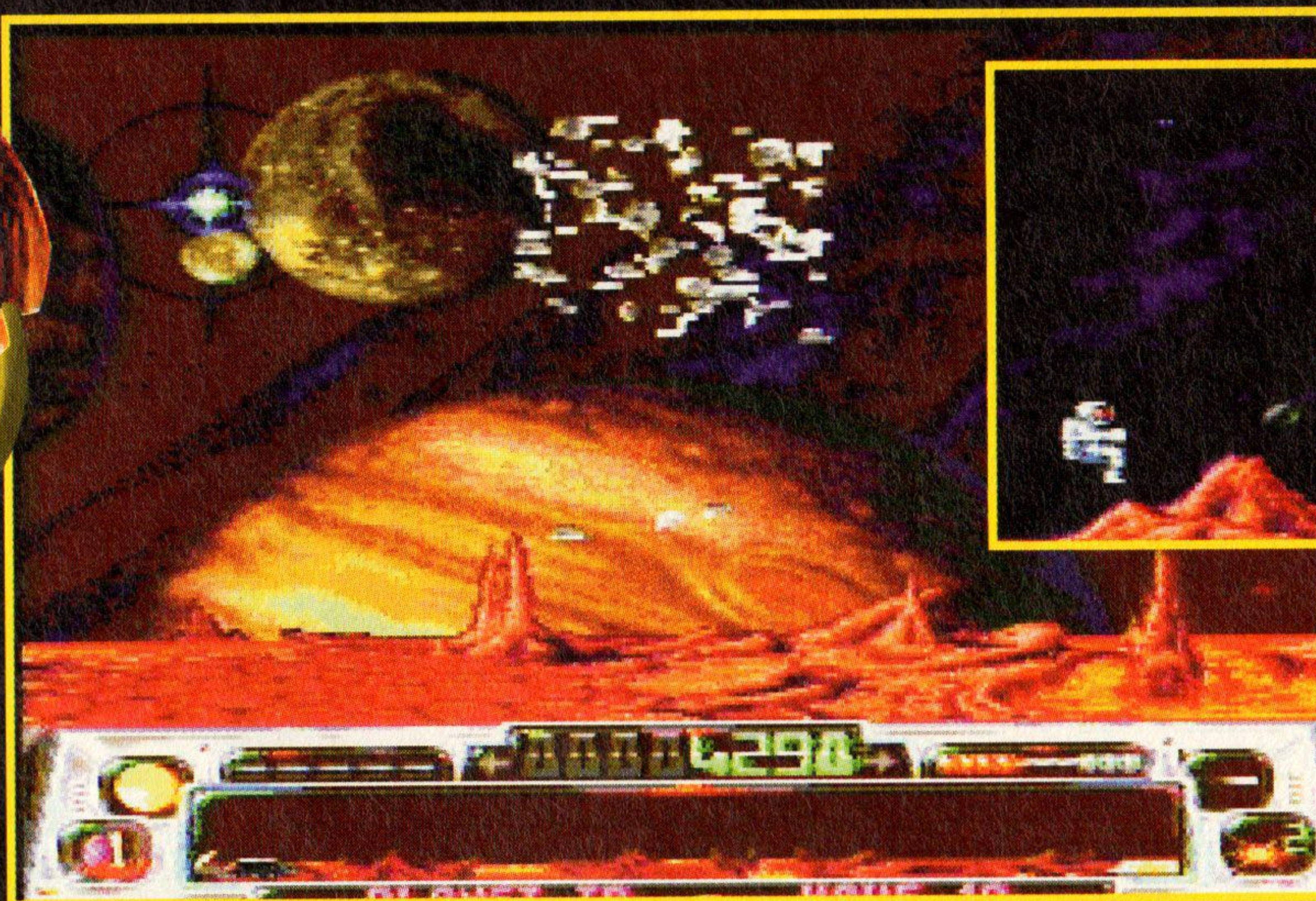
True the gameplay is rather repetitive, and occasionally feels slightly dated. But the real test comes after a couple of hours play when you're dying for the loo or something to eat. You try to leave the game and you simply can't – even entertaining the thought makes you feel like a quitter. That's about as high a recommendation as I can give. **ANDY**

T!

MOANS
Looks badly
drawn, lacks a
bit of variety
between
worlds



When each level's complete, return to the base for tea and biscuits. Or whatever.



Master the inertia, and blasting stuff out of the sky is a doddle. But there's so much of it, it's overwhelming.

TOTAL! TACTIX

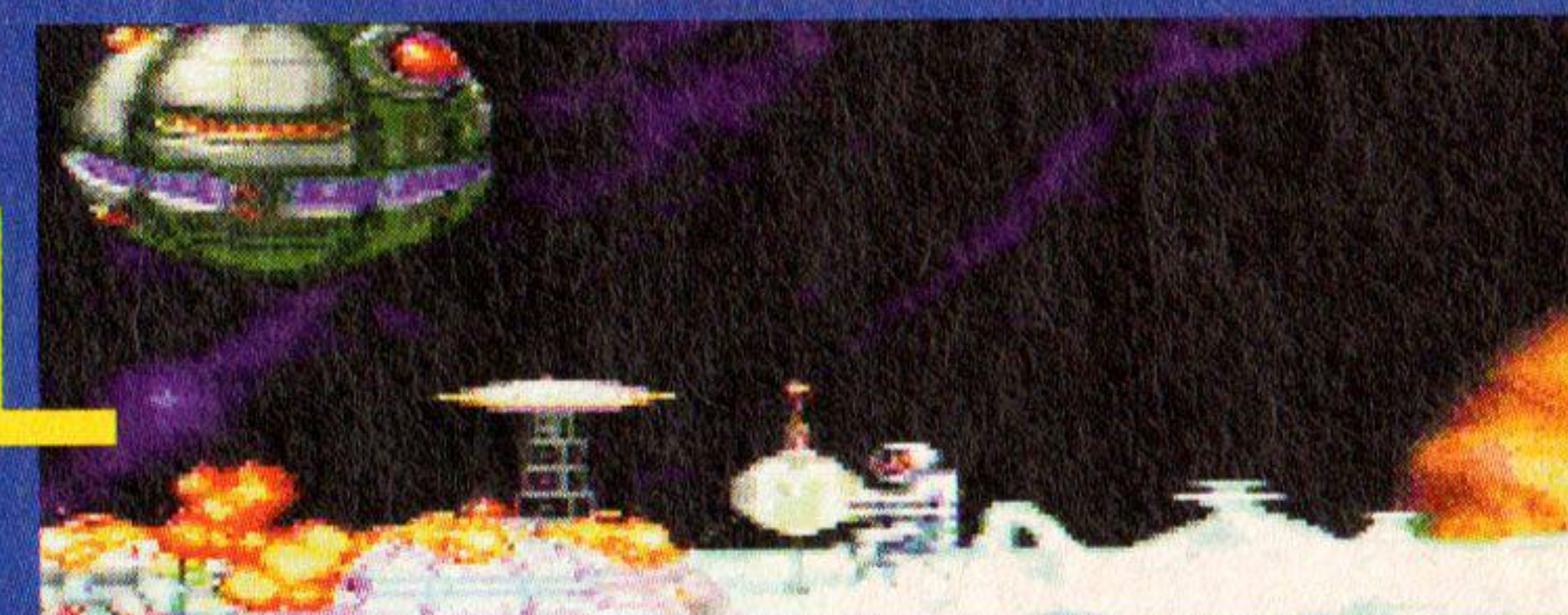
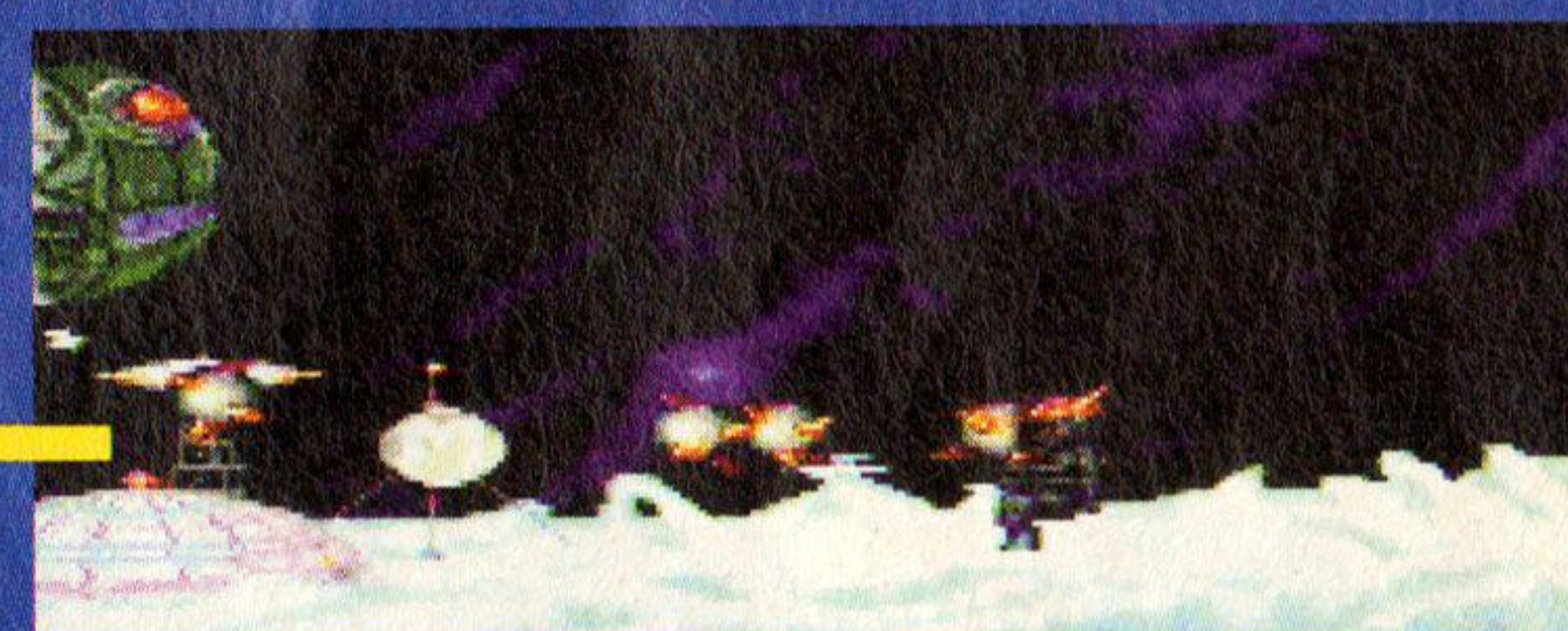
After each level you'll meet a boss. Not one of the main five bosses mind you, but a boss nevertheless. Here's how to get the most rewarding experience possible out of the encounter.

STEP 1: Put your shield on and blast the troublesome little blighter as rapidly as possible. When you see a bonus token fly out, hold your fire.

STEP 2: The next step is to fly over to the token and shoot away all the little bits of metallic weaponry that the boss has thrown out at you.

STEP 3: Quickly switch off your shield, pick up the token, then put your shield back on again before flying back up to the boss and repeating the process.

How to defeat the mid-level bosses...



GRAPHICS

Well, they've been improved over the original but it's not exactly a stunna to look at

5

SOUNDS

Excellent. All the shooty sounds are nice and meaty, so turn the volume right up

9

GAMEPLAY

Slightly repetitive very traditional, but ultimately, it's a real lesson in excellent gameplay

9

LIFESPAN

It's pretty damn tough! Even when you finish, it loops back to the start and gets harder

9

TOTAL! JUDGEMENT

"The crudity of the visuals is a little off-putting at first, but take time to get into it and you'll discover one of the best shoot-'em-ups of all time"

TOTAL!
SCORE

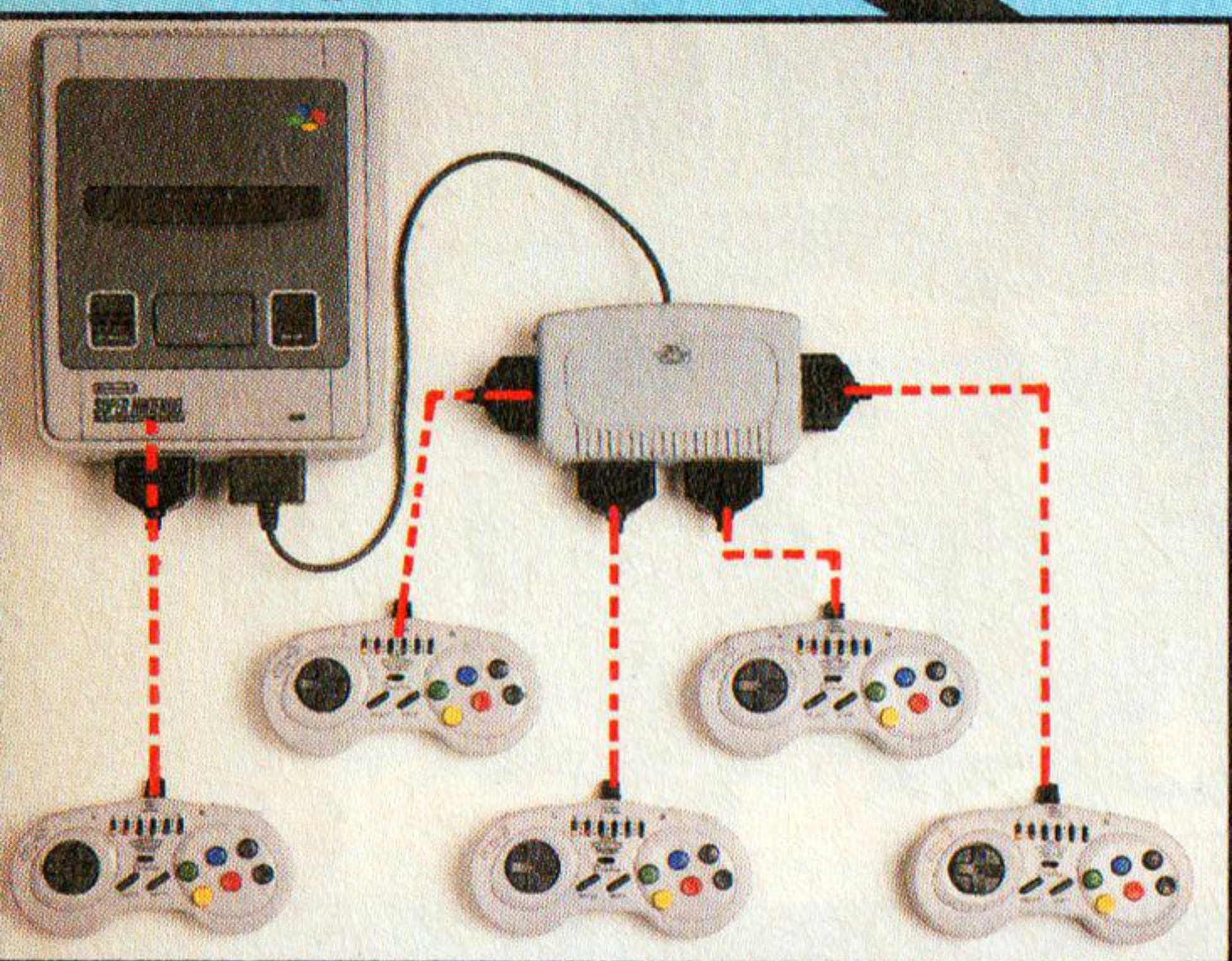
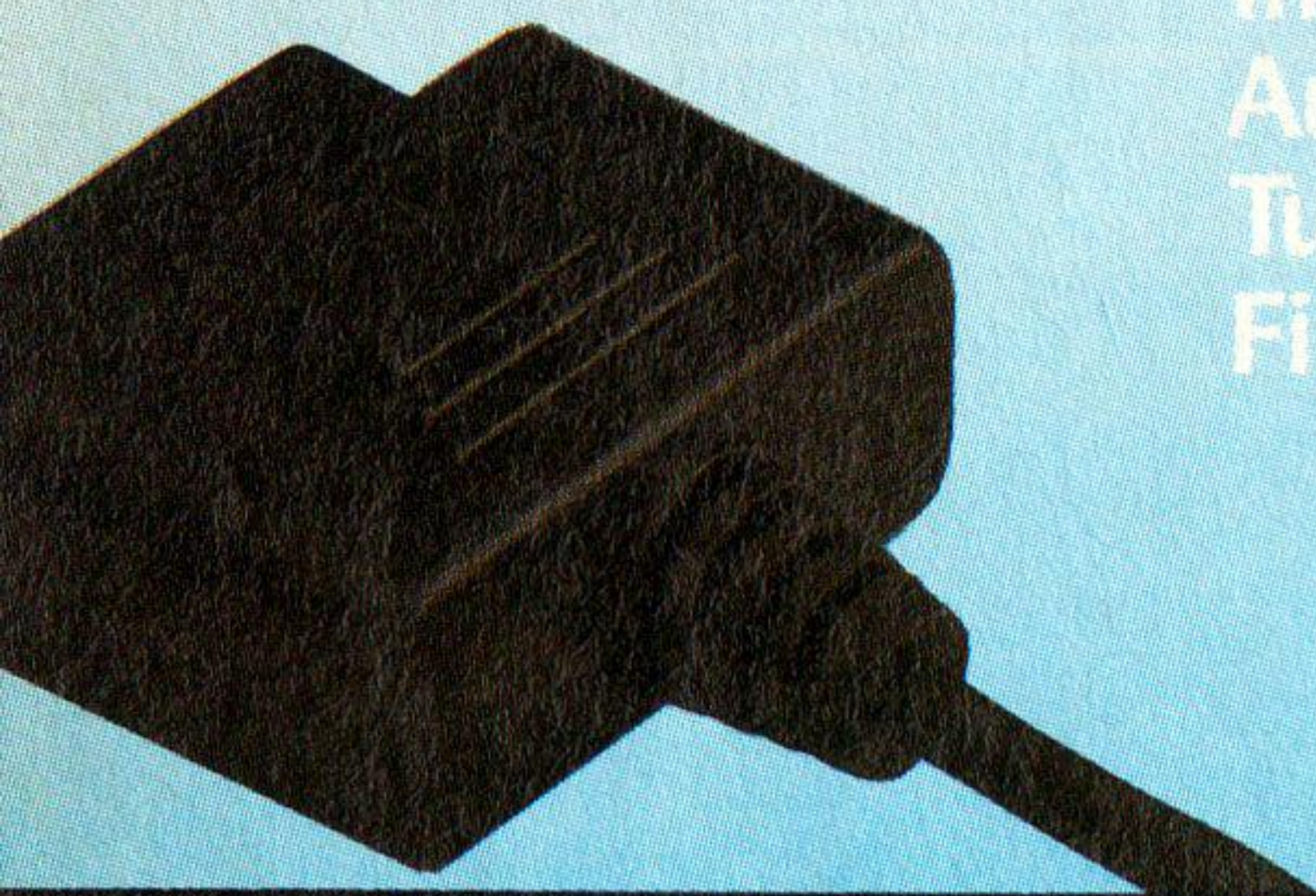
91



MD6 — 6 Button Joypad
Independent
Auto and
Turbo
Fire



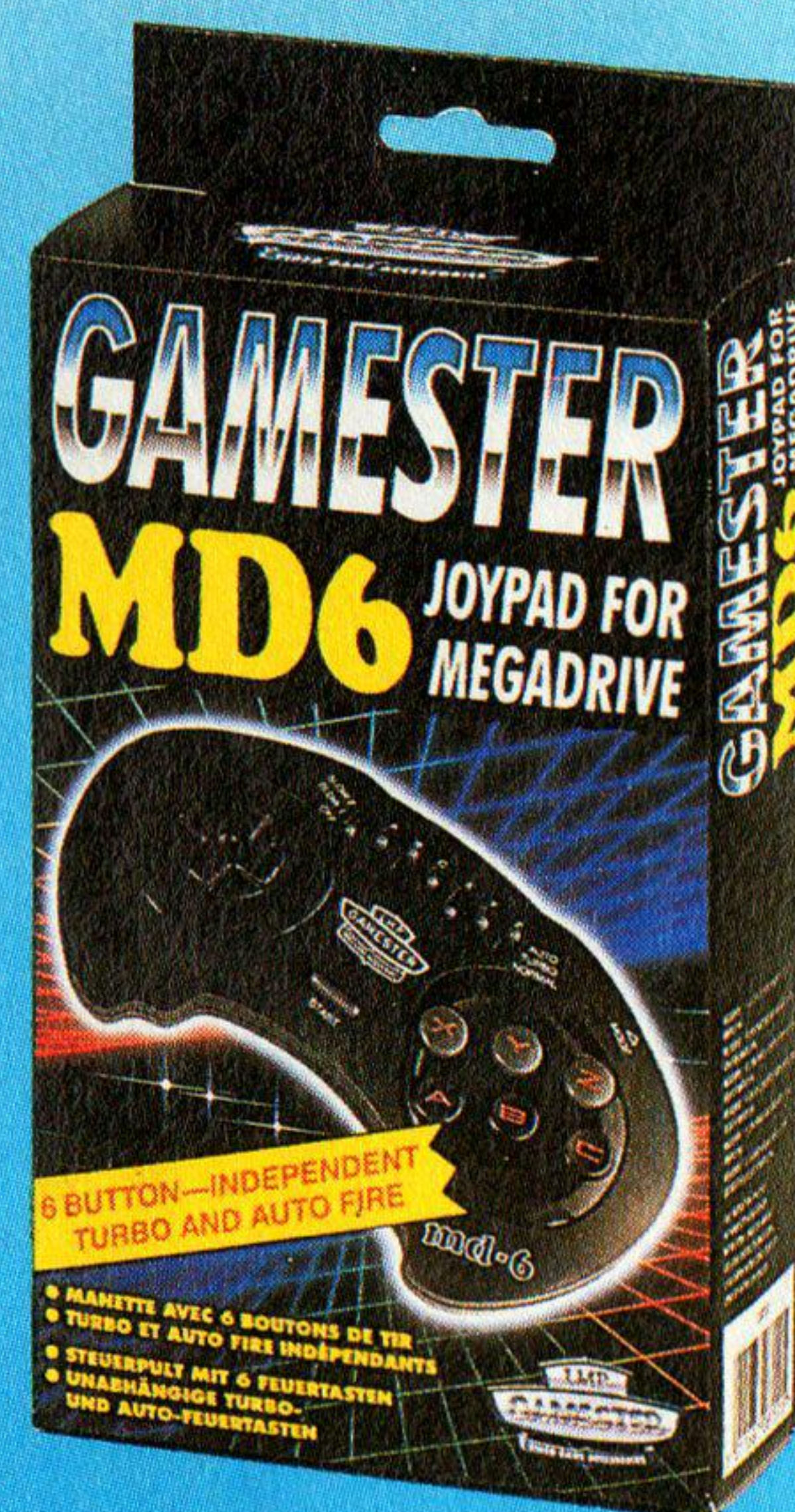
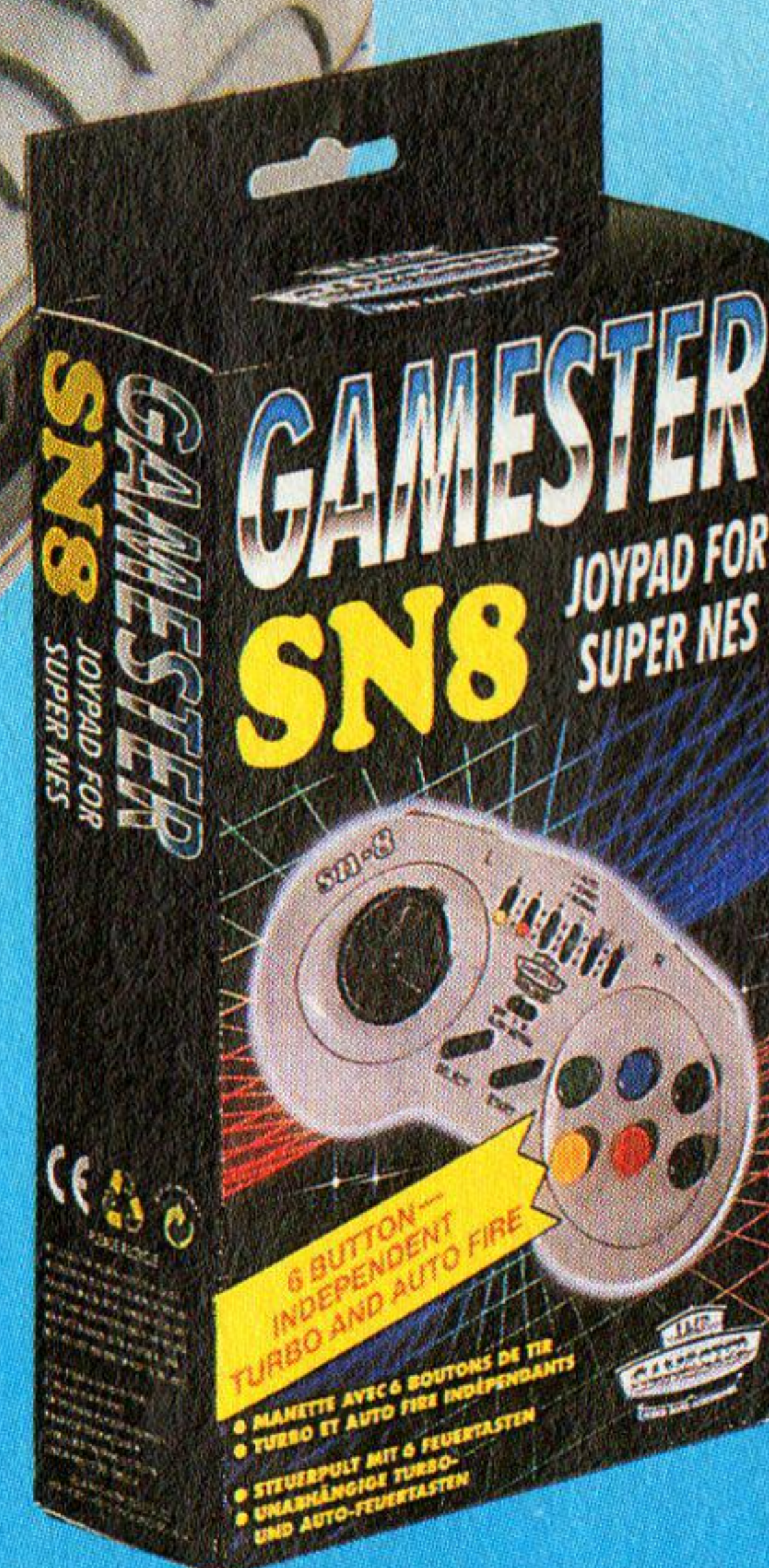
MD3 — 3 Button
Joypad —
Independent
Auto and
Turbo Fire



Multiplayer Adaptor—
Up to 5 player action
on multi player
games for SNES



SN6 —
6 Button
Joypad



SN8 —
6 Button Joypad
Independent Auto
and Turbo Fire



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What's this all about, eh? Well, it's a stonking great pull-out tips guide to the 16 SNES, Game Boy and NES games we reckon you really should own. Lovingly crafted by the TOTAL! team, these are all top cheats and tips to the best games, new and old!



EARTHWORM JIM

Level Skip

If you can drag yourself away from the game for a second, pause and enter this sequence for a level select:

A, B, X, A, then A&X, B&X, B&X and A&X

Programmers screen

To have a right old laugh at the programmers looking a bit silly, punch this code in on the title screen:

Y, A, B, B, A, Y, A, B

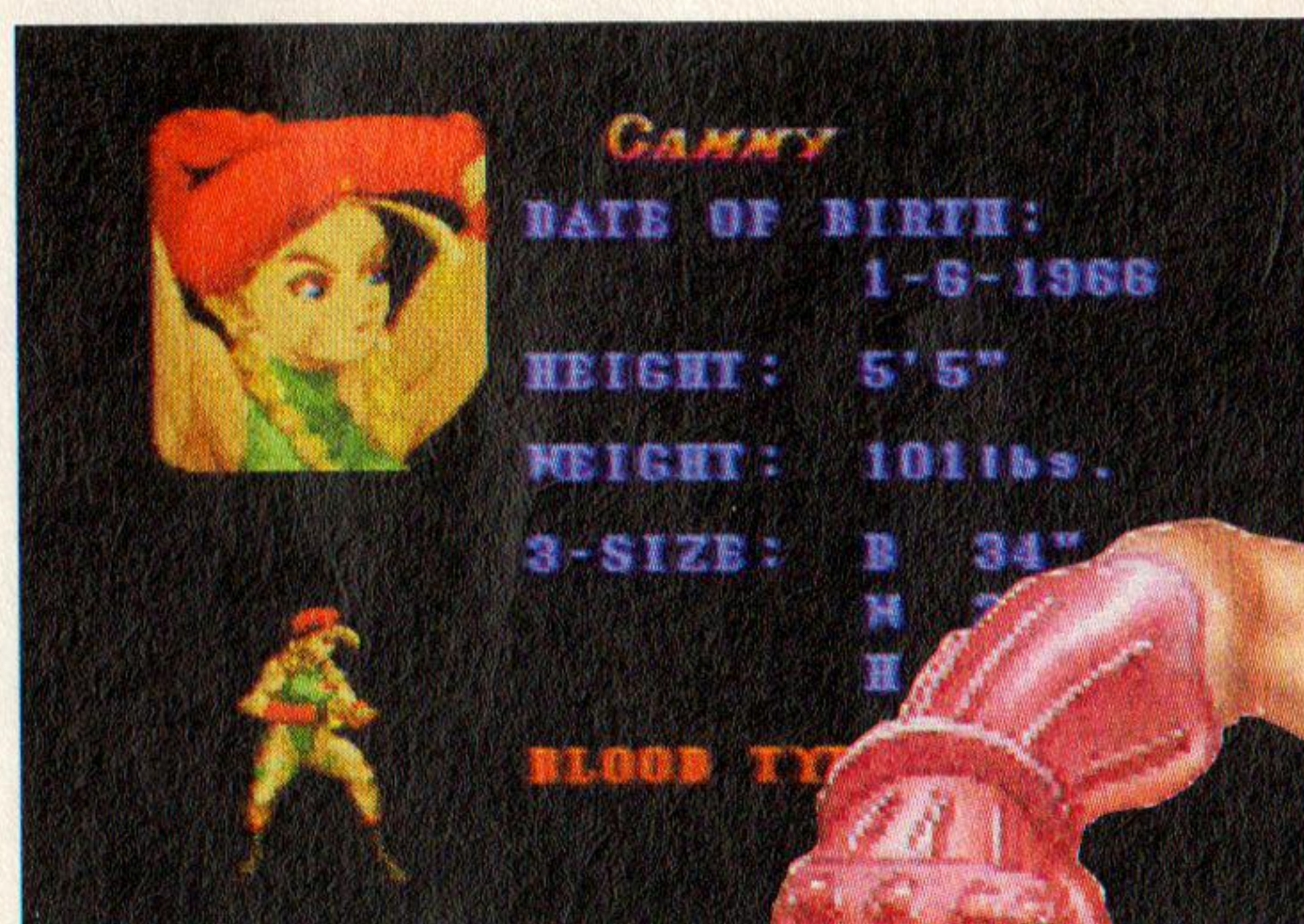


SUPER STREET FIGHTER II

As you may or may not have read in our speculation column, *Super Street Fighter II* is now due for a limited official release in this country very soon. With that in mind, guard these tips with your life. You'll be needing them!

Not so much of a cheat as a hidden option, here's a little tip to speed things up a bit. On the Title Screen press the D-Pad RIGHT until you get three stars on screen, you will now have something very similar to a Turbo Mode.

The following cheat allows you to pick any player in group battle mode. On the Matchplay / Elimination screen, highlight matchplay and press L, R, L, R, R, L, on controller two as fast as you can. You should now hear a laugh and be able to choose the same character up to eight times. Hurrah!



MORTAL KOMBAT II

This year's fastest-selling game has quite a few surprises lurking in its gruesome innards.

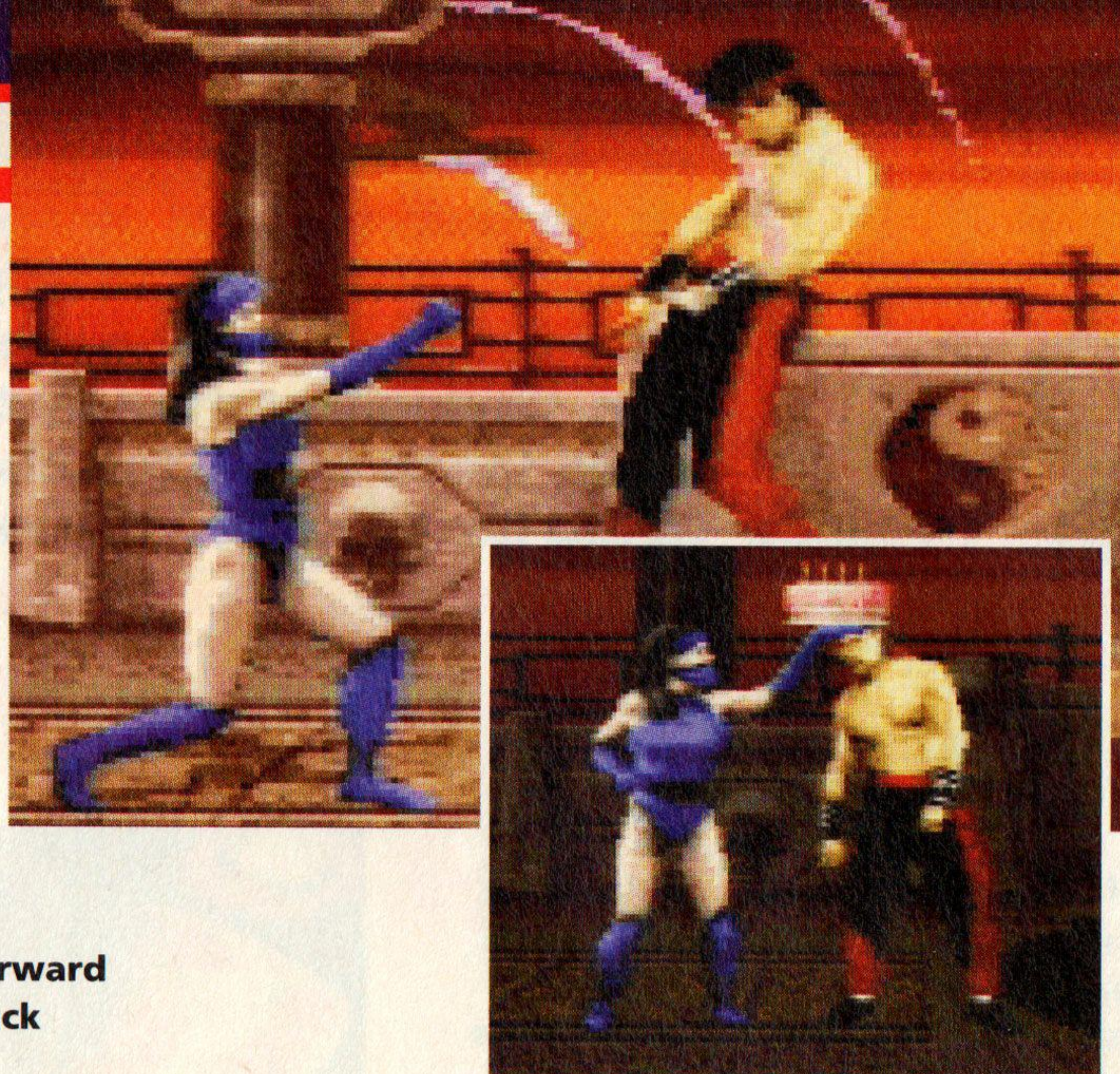
Here's a top trick to access a new beginning featuring Shao Khan and Kintaro. As soon as you turn the power on, press and hold L, R, DOWN and B until you see the Acclaim sign. If done correctly, the background will turn red and the new intro will begin.

To enter the four-against-four endurance game enter the above cheat and keep the L and R buttons held down. When you get to the startup screen press START. For an auto character select on four-against-four endurance press START again as the game begins.

Here's a tough but rewarding cheat. To fight against a shadowy figure called Noob Saibot simply win 50 games in a row. It's worth it!

Finally here's a round-up of moves:

HP = High Punch
LP = Low Punch
HK = High Kick
LK = Low Kick
D = Down
F = Forward
B = Back
DF = Diagonally Down-Forward
DB = Diagonally Down-Back
B1 = Block



NAME	FRIENDSHIP MOVE	BABALITY	PIT/SPIKES
Liu Kang	F, B, B, B, LK	D, D, F, B, LK	D, B, F, F, LK
Cage	D, D, D, D, HK	B, B, B, HK	D, D, D, HK
Reptile	B, B, D, LK	D, B, B, LK	D, F, F, B1
Kung Lao	B, B, B, D, HK	B, B, F, F, HK	F, F, F, HP
Sub-Zero	B, B, D, HK	D, B, B, HK	F, D, F, F, F, HP
Shang Tsung	B, B, D, F, HK	D, F, B, HK	F, D, F, LP
Kitana	D, D, D, U, LK	D, D, D, LK	F, D, F, HK
Jax	B1, D, D, U, U, LK	D, U, D, U, LK	B1, U, D, U, LK
Mileena	D, D, D, U, HK	D, D, D, HK	F, D, F, LK
Baraka	U, U, F, F, HK	F, F, F, HK	D, F, B, D, F, HK, LK
Scorpion	B, B, D, HK	D, B, B, HK	D, F, F, B1
Rayden	D, B, F, HK	D, D, U, HP	B1, U, U, U, HP

SUPER MARIO WORLD

LIVES SWAP

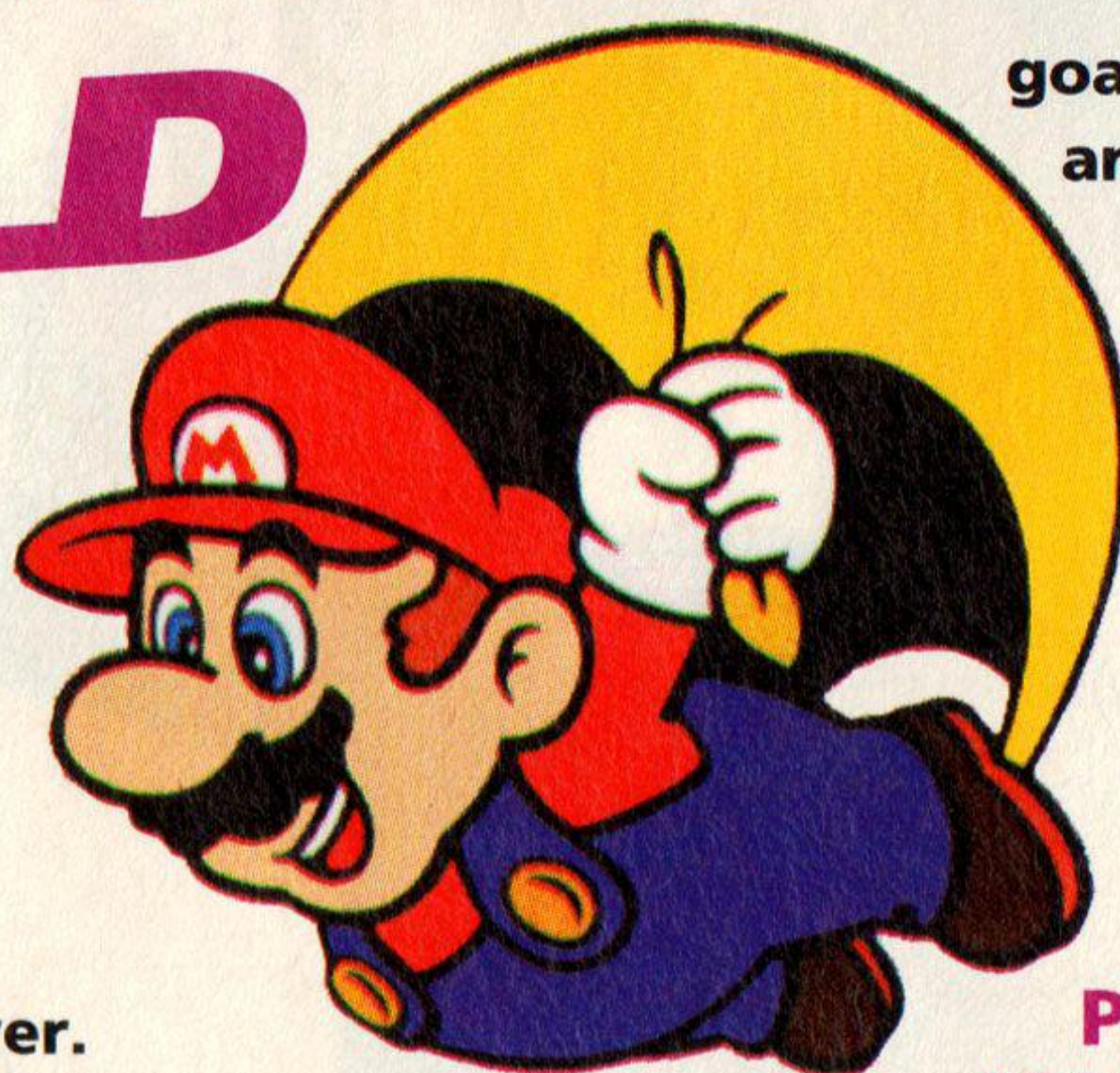
If you're playing a two-player game and Mario and Luigi are at the same point on the map, press LEFT or RIGHT and a little screen will pop up. If you press B you'll take lives from the other player. If you press Y you'll give some to him. If you want to.

EXTRA LIVES

Get to the Forest Of Illusion 1 level and get just past the halfway tape. There's a changing block which cycles through the power-ups. Time it so that you get an invincibility star and immediately sprint right. Bonus lives will be yours.

MORE EXTRA LIVES

In the Vanilla Secret 2 level, go to the pit which has eight monsters in it. Ram the second block from the left and a grey P block will appear. Pick it up and walk back to the two pipes after the small



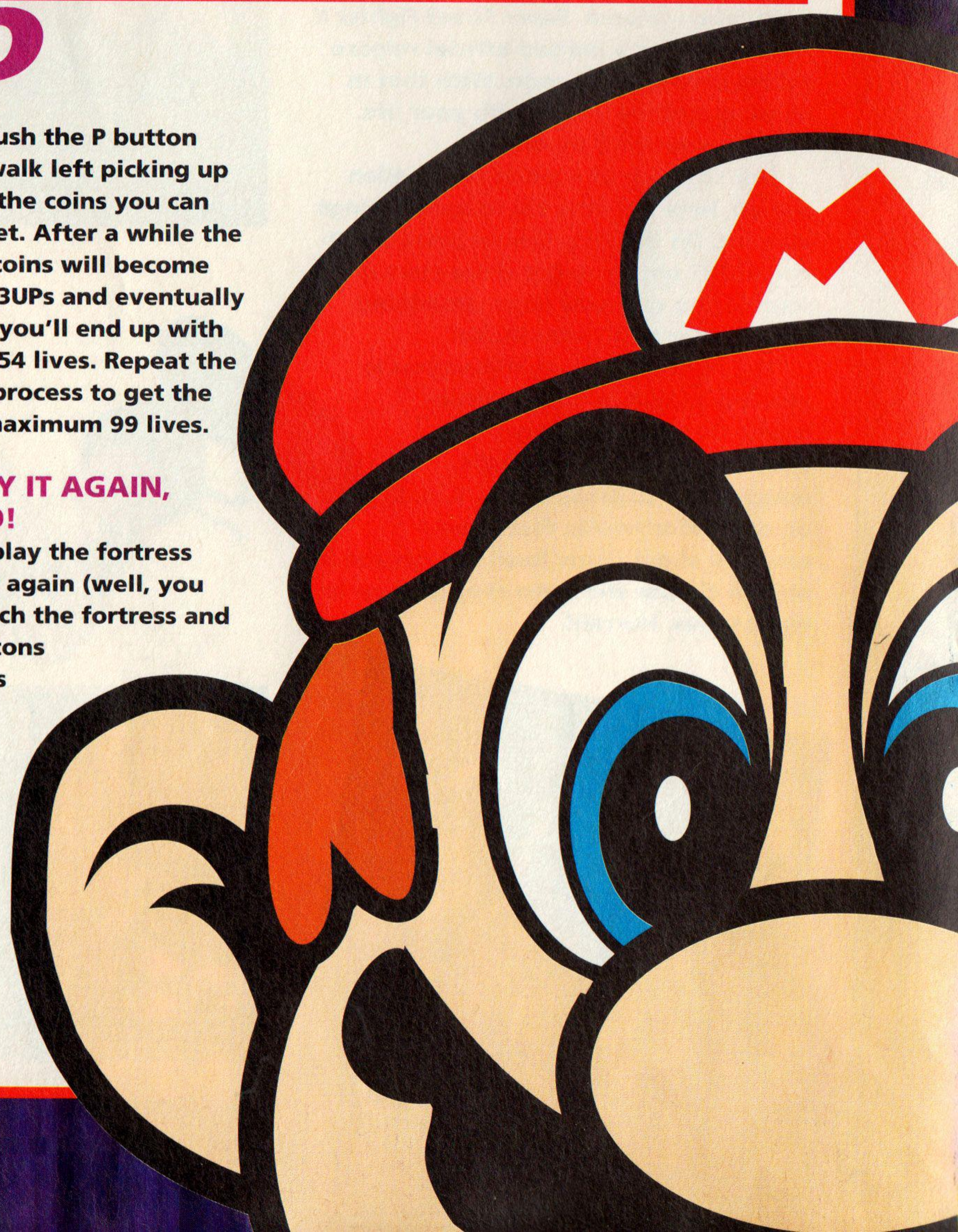
goal. Push the P button and walk left picking up all the coins you can get. After a while the coins will become 3UPs and eventually you'll end up with 54 lives. Repeat the process to get the maximum 99 lives.

PLAY IT AGAIN, MARIO!

If you want to play the fortress section over and over again (well, you might) simply approach the fortress and press the L and R buttons simultaneously. It's as simple as that.

HIGH JUMP

When you're on Yoshi press the spin jump button when you're in the air and you'll jump extra high. Not overly thrilling but really quite useful.



SUPER METROID



GENERAL TIPS

Practise using your character. It's tricky initially to get the hang of firing the gun in all the directions and the inertia can be darn worrying until you get the hang of it, so take time out to get fully used to the controls before you start, and also have a mess around each time you collect a new ability.

When you kill an enemy, it'll sometimes leave behind a bonus. These are often linked to the nearby locations (handy, eh!), so always explore the possibilities. For example, if a power bomb appears, the chances are there'll be a secret section hidden nearby that can only be opened up by a power bomb.

Thoroughly search every bit of every location. It's a bit laborious at times but there are so many hidden bits, it's imperative you do it.

It sounds obvious but always save your game at regular intervals. You never know when you're going to get slaughtered and it's very frustrating to have to re-do even the smallest sections.

SPECIAL ABILITIES

Multiple Bomb Scatter

Once you have collected the charge beam, charge any weapon while standing or crouching. Turn into the Morph Ball and sit back to watch all those little bombs scatter all over the screen.

Repeat Bomb Scaling

When you detonate a bomb, sit on it and you'll rise up into the air a bit. By repeating the process you can rise up high into the air. You don't have to hit the fire button particularly fast but you do have to maintain a steady rhythm. If you have a rapid fire pad, use it.

Power Jump

Use the speed boots to run fast and when you start flashing press down on the pad and you'll perform a truly monstrous jump. It saps energy so use it wisely, but when it's used with LEFT and RIGHT and L and R buttons, you can pull off all sorts of horizontal and diagonal jumps too.

The Close Charged Attack

From the suit selection screen, highlight your charge beam plus one other weapon. Select Power Bombs during the game and each charged attack will have a completely new effect.

Mega Energy Recharge

Make sure you've got at least 10+ missiles, 10+ Super Missiles, 11+ Power Bombs and hold down L, R then press fire to activate the bomb. Now your character is recharged.

ZELDA 3: A LINK TO THE PAST

Obviously we can't tip thee whole thing here, but what we will do is tell you about the final dungeon and ultimate encounter with Ganon.

Once you've rescued Zelda you have to get through the final dungeon. It's at the top of the map and here are a few hints to get you through it.

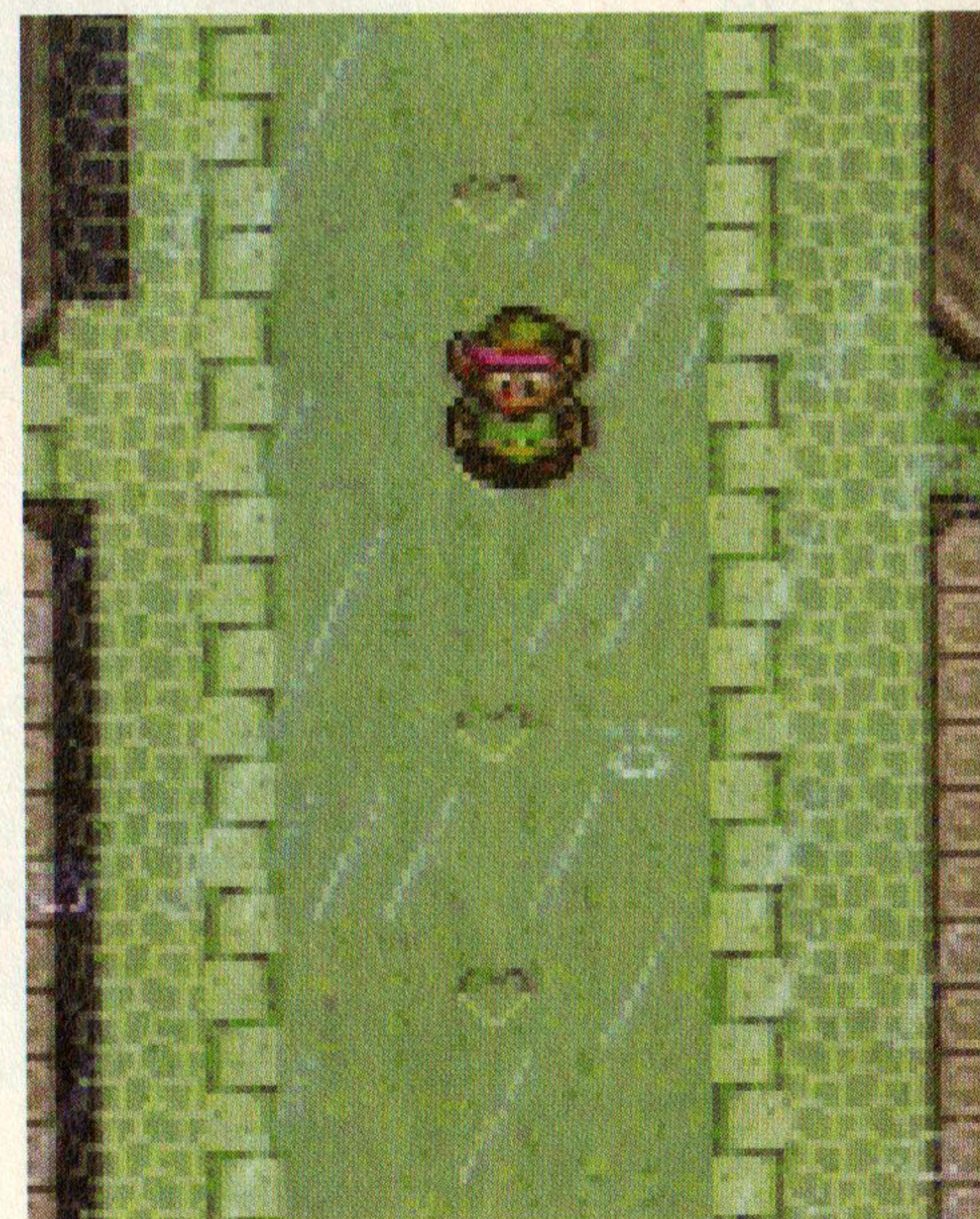
- 1) Whenever you encounter an out of place block, push it.
- 2) The magic of Ether reveals magical walkways so jolly well use it.
- 3) The tower is immense so there's no point trying to plough through it quickly. Try to take everything in.
- 4) You won't know what this means right now but when you get there, you'll need to blow a hole in 1F's floor.
- 5) Here's a room with four torches – be sure to light all four. Start from the top and work your way down.

DEFEATING GANON

On meeting Ganon you'll find he is in the form of a wizard just like he is in

previous encounters only this time he's far more powerful. After the fight he flies off to the pyramid at the centre of the map.

Buy a Super Bomb from the bomb shop and use it to blow a hole in the pyramid. Inside is a pool. Throw your bow and arrows in and you get silver arrows. These help you to kill Ganon in the final encounter. One more hint, always keep the torches burning. Anyway, that's about all we can help with. The finer point of Ganon-bashing we'll leave you to figure out for yourselves, but good luck!



SUPER BOMBER MAN



TINY BLOKE

Enter the code 5656 in either battle or normal mode and you'll end up with a teeny tiny Bomberman who can turn corners a bit faster than the big one.

Level Codes

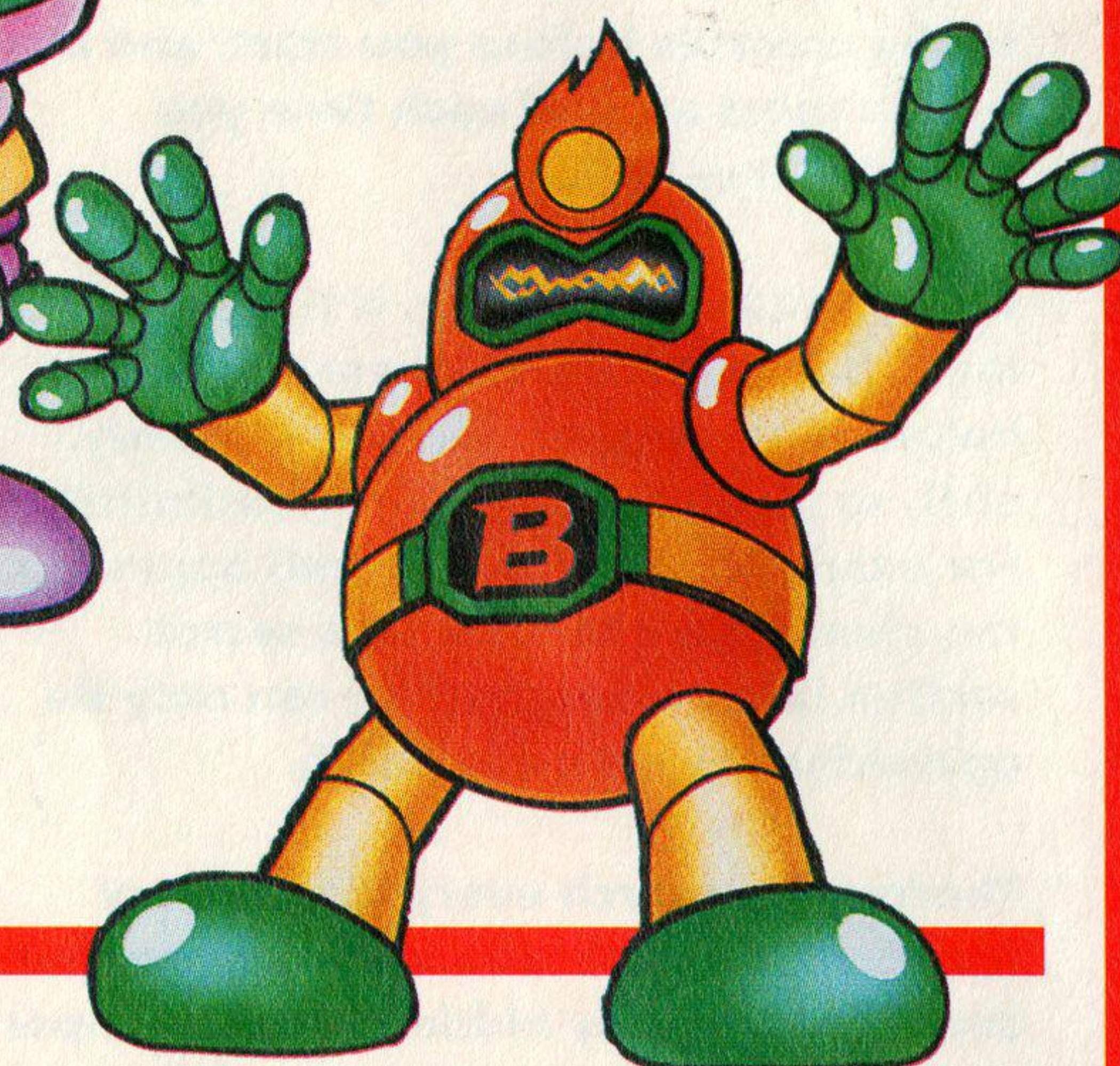
Level 1-2: 1504
Level 1-3: 3542
Level 1-4: 7512
Level 1-5: 4523
Level 1-6: 0562
Level 1-7: 3535
Level 2-1: 1054
Level 2-2: 5003

HUMAN TORCH

When you become invincible for a short time (like when a new life starts or you



start a new level) drop a bomb and stand on it. When the bomb goes off go into the flame and keep furiously pressing A. You'll become a ball of flame and you can run around killing everything for five to ten seconds.

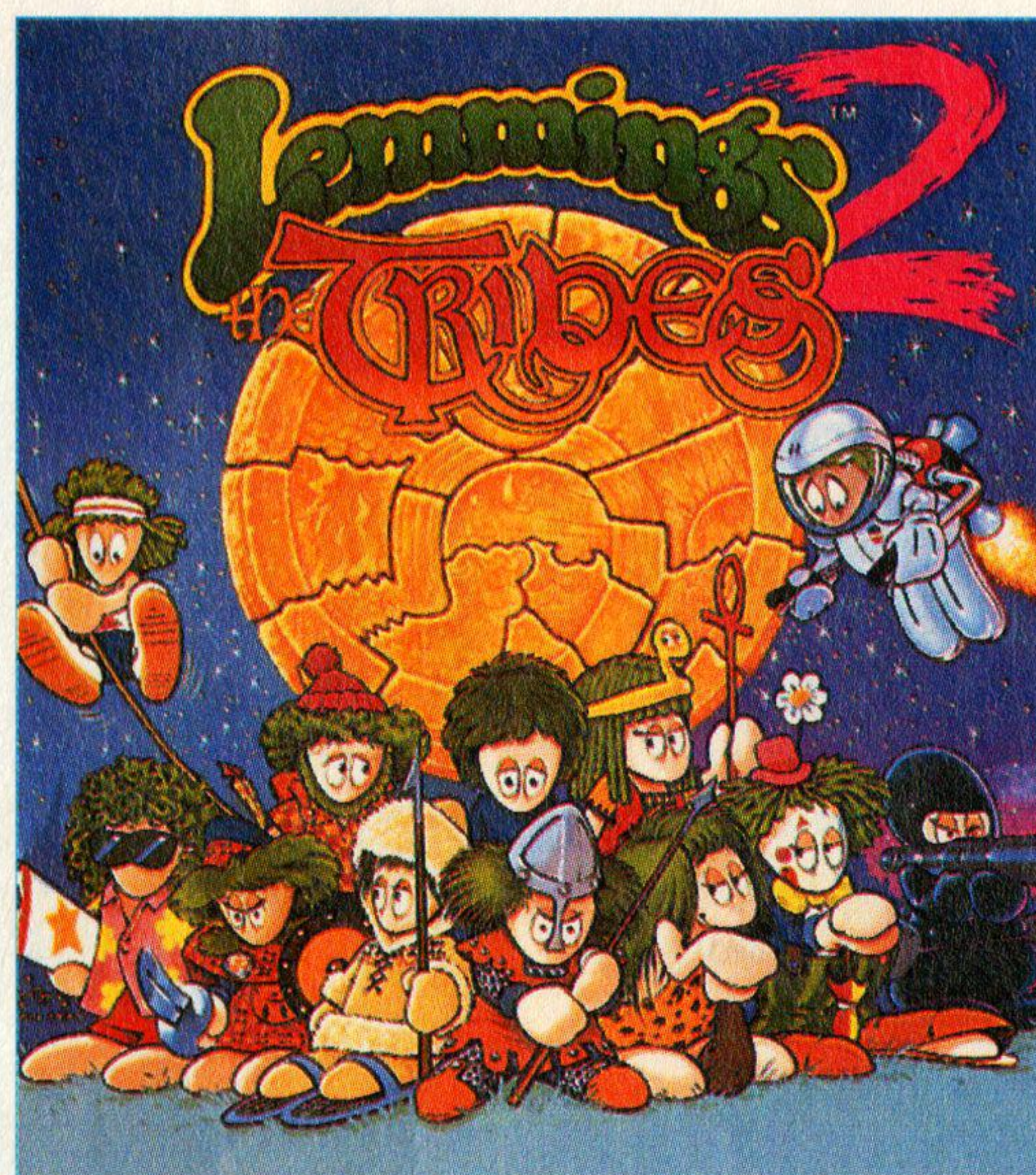


LEMMINGS

Level Select
Hold down LEFT, RIGHT, START and SELECT and you're all sorted.

LEVEL CODES FUN

2. FWKQCJK
3. TWXZKRM
4. JPJXFVW
5. KTJGTJK
6. HGNNNPX
7. MLLBCPQ
8. XBVCKLL
9. JWGWBBK
10. JJGKQPH
11. PWKZSXL
12. GGWWFXR
13. PPTDZZG
14. TPVSDSC
15. QSPRKMK
16. BXCHLQS
17. VDGQWSX
18. QGNLNFH
19. DNPFNQR
20. FQKKFHL



21. RMHDBGX
22. ZGBVCXV
23. ZXBLWZK
24. HTLDXLB
25. ZDGHTWD
26. CFHXPSM
27. PZBXCXB
28. CWLGDPT
29. WDNLSMJ
30. WBZWWCW

TRICKY

1. WXRRTMV
2. SUZFJVM
3. BNLDXVC

4. FNGWLWW
5. RWHTQBK
6. GGVQDZ
7. RTWHNTC
8. FBMBPFD
9. GTGCDKG
10. KSRXKVK
11. TBHLCRC
12. XVJKXBQ
13. TMRSZMF
14. CVSDHLF
15. WXLBGBP
16. WZNFLWF
17. FVMTNWW
18. VVDRGWD

19. SRXBPPV
20. GRZHRPP
21. XTMWFPC
22. FLMTVPM
23. KSGVVMK
24. ZBPPBXG
25. WHCHBQV
26. LHDPGNV
27. HVLXXTH
28. STVNDPK
29. JFTQVSX
30. SKKWSZD

TAXING

1. SFLQQWR
2. LGCMTCD
3. BWNQXRZ
4. WGHQVRF
5. NRQKFRC
6. QRXZLSK

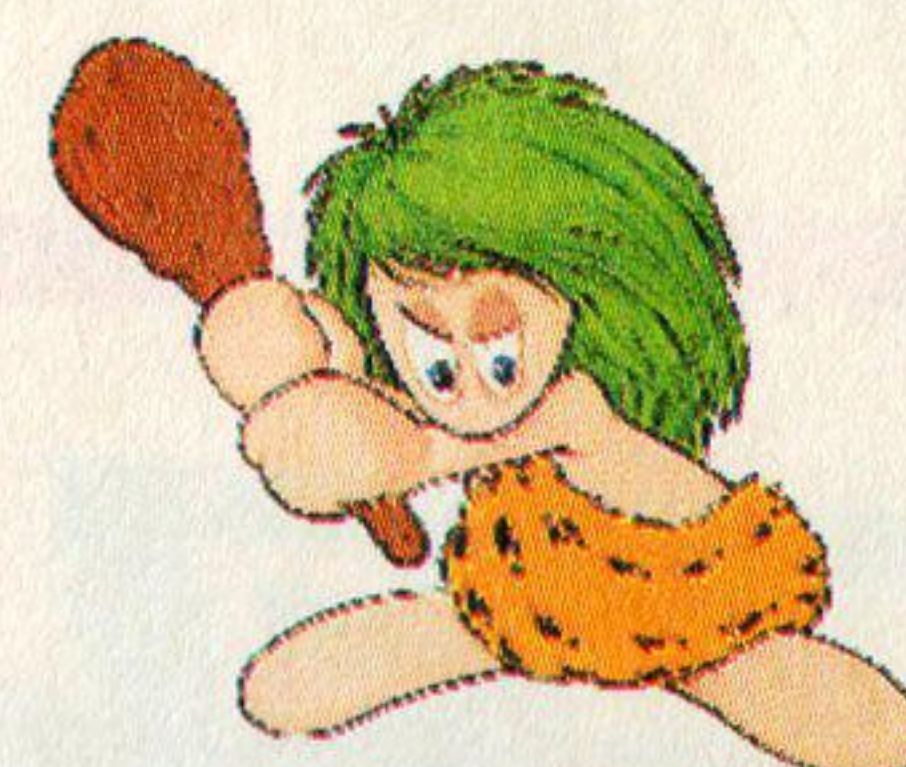


7. VGPDDWR
8. HPKBCCX
9. DSWLCTG
10. GWGCJHK
11. TNJVCBD
12. XKBFSBD

13. VKKCSFV
14. SJKNWWS
15. DQDGCXB
16. QTVGPTH
17. PFFFPLS
18. BPNRSMC
19. JLGKBCZ
20. PCVKZVR
21. QNWFKVZ
22. NTHZDKK
23. XQZSRDT
24. PTPMJDV
25. LXTZBHP
26. RLQGWSX
27. MHKNCDK
28. KWGCKWD
29. RKVHCBS
30. MGVJBKZ

MAYHEM

1. QGSMMDM
2. KKSXKFK
3. NNBLXNL
4. JCPMTPC
5. TNPPCLS
6. RCPKPMO
7. GXZTLVK
8. LSWHMHR
9. SDRMFLF
10. HSHQXPK
11. CHBMWRT
12. LNRGMXC
13. WPSKBXN



14. LPBDVJJ
15. BGMLGSS
16. CZLMVGD
17. KVXLSQH
18. CQSSXRQ
19. MVRPMQJ
20. PMXDHPB
21. TWQBCXL
22. WVVFXWB
23. BSLMGQZ
24. MGGLXSF
25. DXBZRVX
26. BWQNKVK
27. RTBGJWD
28. HMGDJCQ
29. QZTJHSV
30. CQLRCHF

SUNSOFT

1. GNNBJWV
2. RCQRFZ
3. FBKKJB
4. RMQMZDC
5. DTCZVMQ



ZELDA IV

The definitive Game Boy RPG needs a whole book to tip. Here are a few highlights for a taster...

GET THINGS ROLLING

Get your shield from Tarin, follow the path to the beach, flip the urchins to get a sword. Go through the forest and the cave, get the toadstool and take it to the witch's house – she'll turn it into magic powder.

Before going to the dungeon, go to the shop and play the Trendy game. Get the Yoshi doll, find the right house and give it to the woman and she'll give you a ribbon in return. Take the ribbon to Bow Wow, who'll give you the dog food. Then head to the beach shop and give the dog food to the crocodile, who'll give you some bananas in return.

DUNGEON 3: KEY CAVERN

Once you've got the slime key go up and left from Richard's Villa and open Dungeon 3. Get to the Key Cavern and

travel to the desert in the south-east of the island and enter a secret tunnel to the village. When you've chatted to everyone in the village, take the stick back to Tarin.

He'll whack a bee's nest with it and give you some honey.

Go to visit Marin and learn the Ballad of the Windfish, then go to the dream shrine and jump into bed. Rush the monsters with boots and sword, collect 100 rupees and the Ocarina, then teleport yourself back to Animal Village.

MUCH LATER...

When you're back at Mabe Village, head to the library and read the Dark Secret At Koholint for a special route. Follow it,



then head to Animal Village, but don't go in. Instead, follow the cliff face upwards to reach the

hidden valley. Avoid the statues (some of 'em spring to life) to reach the shrine.

As you enter the shrine, kill the guardian with your bow and arrow and grab the Face Key. Next go to the

pool, swim to the statue and activate it, then head down the stairs, through the cave and to the Face Shrine. Head back down and left and you'll find Dungeon Six.

That's all we're giving you for now – and it's only showing the briefest snippets of this huge game. Checkout TOTAL! issues 24 to 29 for a complete guide. You might just need it!

MORTAL KOMBAT II

Mortal Kombat II has proved to be a brilliant little game, featuring all the arcade moves and combos – certainly the best beat-'em-up on the Game Boy. Here's a guide to all the characters' fatalities:

LUI KANG: DOWN, FORWARD, BACK, BACK, KICK.

REPTILE: BACK, BACK, DOWN, KICK.

SHANG TSUNG: HOLD BLOCK, UP, DOWN, UP, KICK.

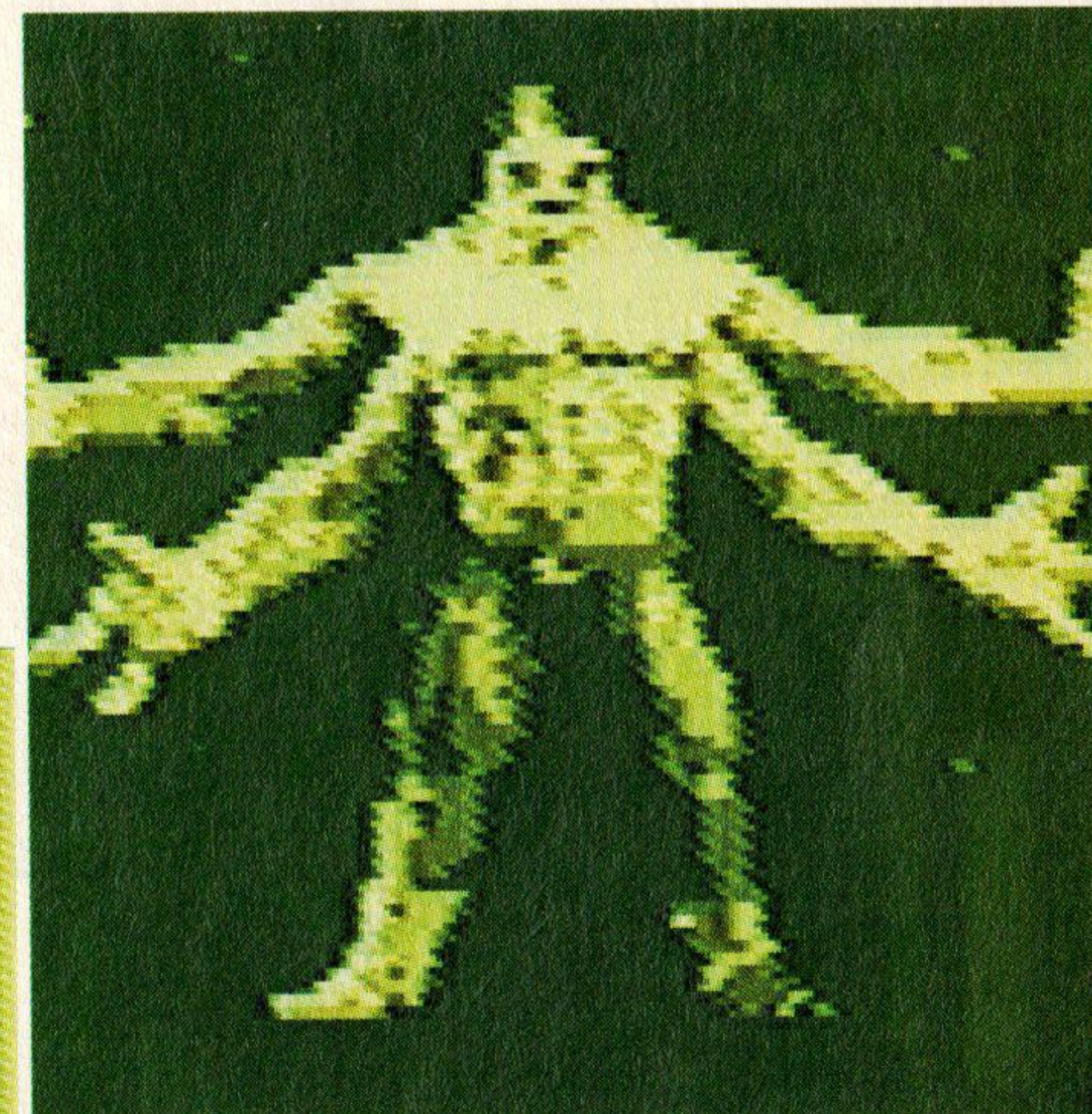
SUB ZERO: FORWARD, FORWARD, DOWN, KICK, (freeze fatality).
FORWARD, DOWN, FORWARD, FORWARD, PUNCH, (shatter fatality).

KITANA: BLOCK, BLOCK, BLOCK, KICK.

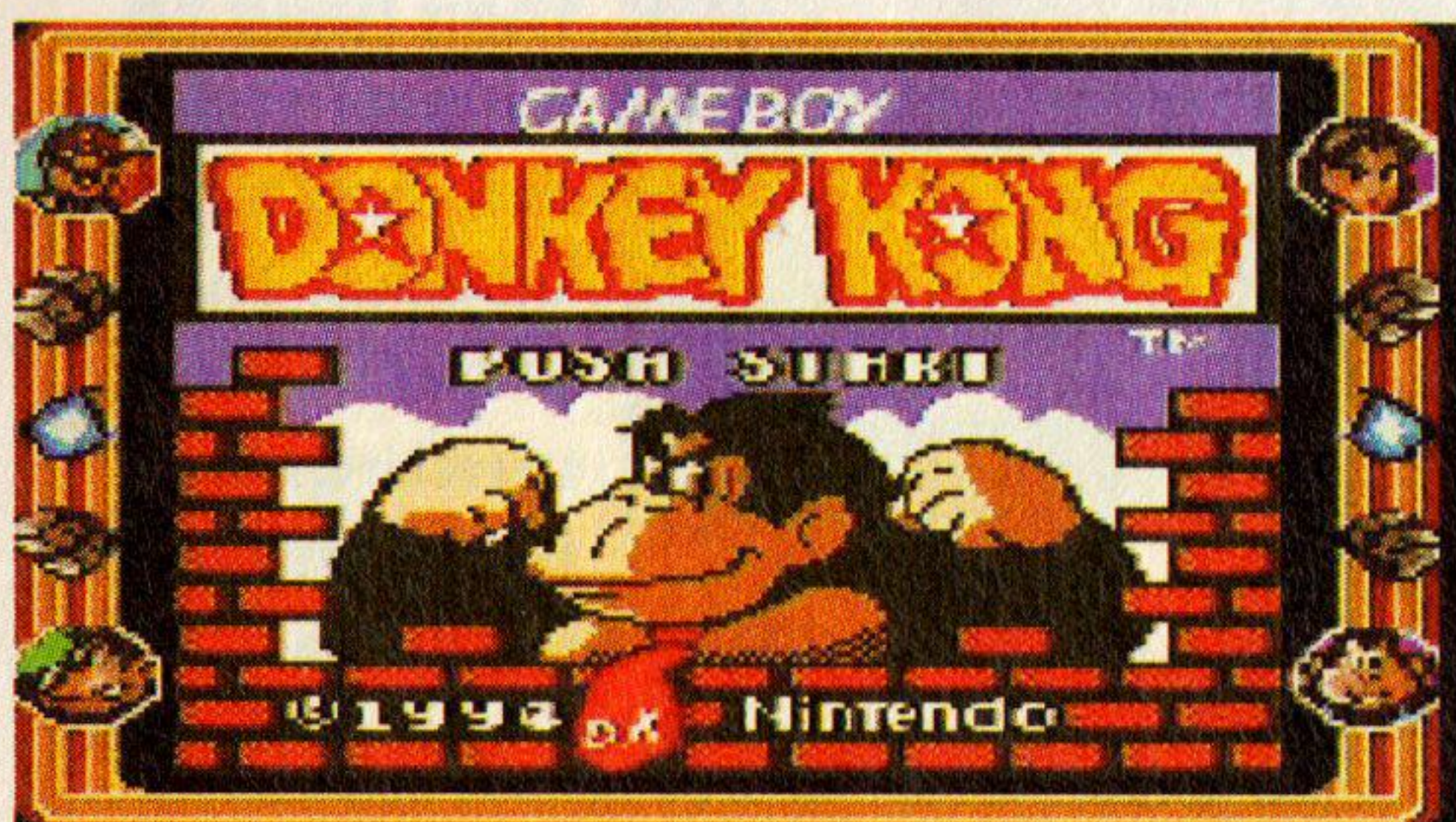
JAX: HOLD PUNCH, FORWARD, FORWARD, FORWARD, FORWARD.

MILEENA: HOLD KICK, FOR THREE SECONDS AND RELEASE.

SCORPION: HOLD BLOCK, DOWN, DOWN, UP, UP, PUNCH.



DONKEY KONG 94



STEP BY STEP

This is a massive platformer – indeed the definitive platformer! We've not worked out any cheat codes yet, but for those of you who've already got the *DK94*, and those who're thinking about getting it, here's a guide to some of the more tricky areas in the game.

LEVEL 1/4

This is the first time you get face-to-face with Kong. Jump when he jumps and go up the ladders immediately after he does. Avoid the debris and climb up to the platform next to Daisy.

LEVEL 1/5

This is the first arrows section. Get the extendible platform as you go down to the right, and place it between the platform you found it on and the one to its right. Then go up to the left to collect the key. Pick up the arrows and put them between yourself and the lock – now you

can just walk across.

LEVEL 2/5

Here's your first chance to get wet in *DK94*. Drop yourself down into the water, collect the 1-up and swim to the right. Get the platform and place it next to the key, jump up, pick the platform up and walk across.

LEVEL 2/10

Get the hammer and take out the two big ears at the bottom level. Go up to the right and over the top to get the key. Get the key up to the lock by throwing it up the ladder and climbing after it.

LEVEL 3/2

Now you're on the ship! Go along the bottom to get the broly, go back up for the other bits and all the way up to the right hand corner for an extra life. Use a half-speed spin from the line for the key and along to the lock.

LEVEL 3/4

Here's Kong again! Jump on the rock as it goes up to get onto the moving platforms. Move to the left and up the side to the top corner, then flick the switch to stop the other two rocks. Go back down one level and across to the gate. Wait for Kong to flick his switch and flick your second switch. Now go back to the right and wait for the first rock again. Jump on and run to the left to Daisy.

LEVEL 4/4

Watch the little monkey and his switch to see where the jacks are going to go. Once you get to the top a bit of well-placed and well-timed ducking will see you through!

LEVEL 4/10

There are two alternate routes to get the key. Either use the frogs, which jump when you stand on their backs, or use the slower, but easier traditional throw-and-climb method. Either way you choose, the key is situated at the bottom left of the level, and once you've collected it, you must battle all the way up to the top right to find the lock. That'll get you to the fifth level, and we don't want to spoil the rest of the game, so here's hoping we've given you enough of a taste of *Donkey Kong '94*. Keep an eye out for *Donkey Kong '94* tips in TOTAL! Tactix.



SUPER MARIO LAND

Life After Death

To give Mario life after death, simply press A and start when he snuffs it, and you'll earn yourself a continue.

Play It Again, Mario

Once you've completed the game (*What, the WHOLE game? Andy*) (*Yes, the WHOLE damn game! Josse*) press button A and you'll get yourself a level select. A bit like watching the highlights of the FA Cup final in the evening after you've already watched it live in the afternoon. You know what's coming next, and you know that they're the best bits.

Extra Lives

To get extra lives, as early as level one there's a lengthy but worthwhile idea. Look for the heart and then collect coins like there's no tomorrow, which, of

course, there won't be if you're dead. There's a room stuffed with coins hidden down one of the pipes on the first level. Right after the pipe, jump down a hole or allow yourself to lose a life, then start the process over again.

By repeating this technique as often as you want, you'll increase your number of lives and boost your chances of victory enormously!

Fight Fire With Fire

In world one, level one you'll encounter the rather nasty King Totomesu – he's the utterly unpleasant boss who spits fire at you. It is possible to run and jump over him, but the timing's pretty tight. Alternatively, what you can do is jump to avoid his flaming projectiles, then hit King Totomesu five times with a fireball to defeat him.



Take It To The Bridge!

Right near the end of world three, an aggressive creature by the name of Hiyoihoi attacks you by lobbing bits of rock at you. Avoid being hit by them and turn the situation to your advantage by jumping from one boulder to the next then onto the platform from where you can reach the bridge switch.

Loadsamoney!

In world four, level one, the first pipe you come across as the screen scrolls to the right is packed with cash! The two hundred coins you'll receive mean at least two extra lives.

SUPER MARIO 3



Pipe Dream

Here's a guide to which pipes to go down:

Level 1-1 Third pipe

Level 1-2 The third pipe from the end

Level 3-1 The second pipe

Level 5-1 The second from last pipe

Level 6-2 Both the fifth and sixth pipes

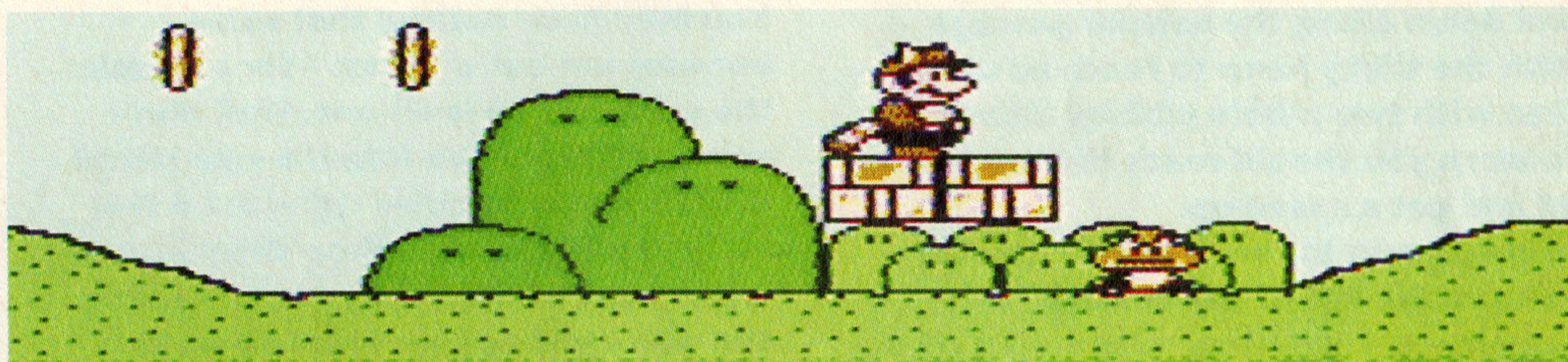
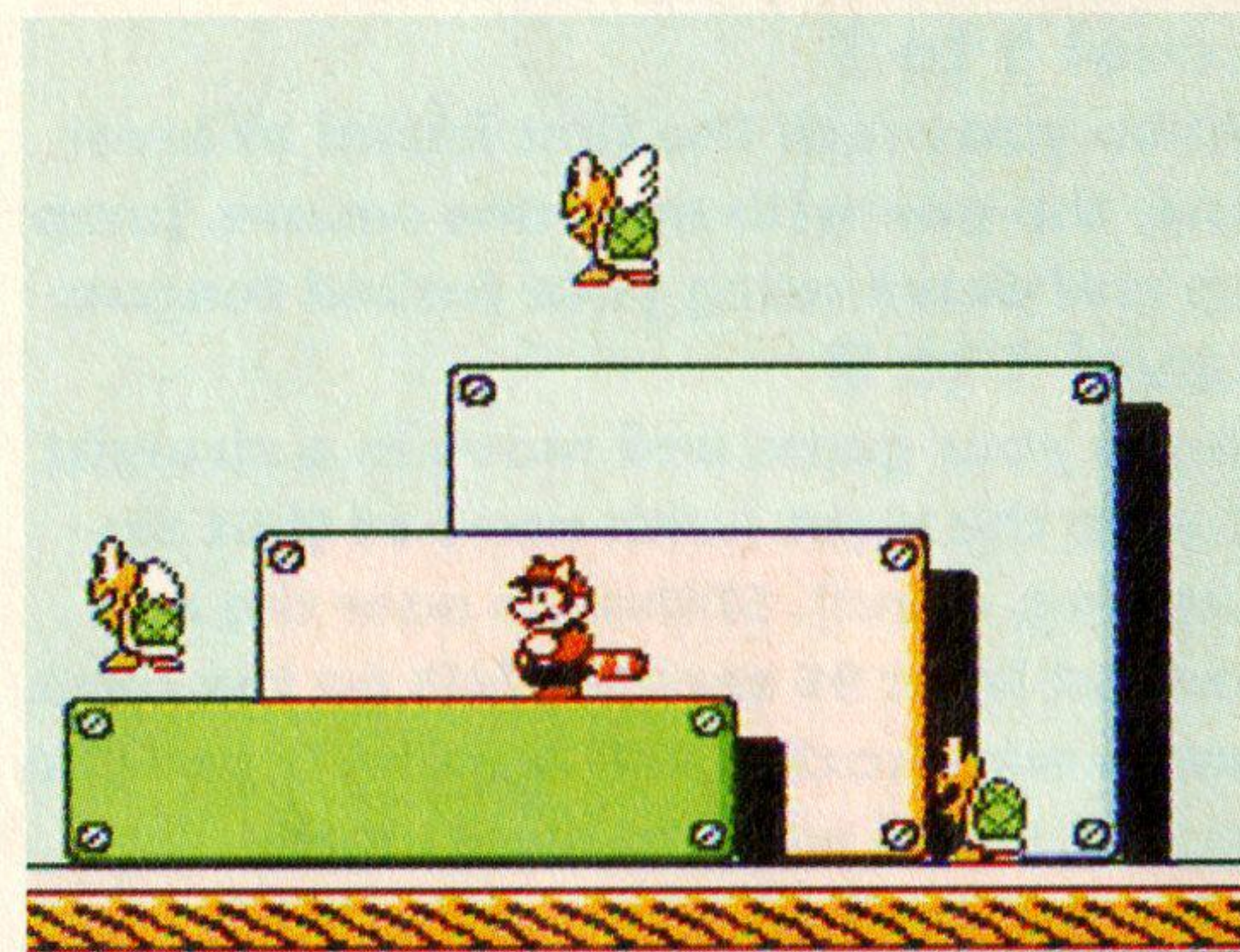
One-upmanship

On world 1-2 there's a pipe from which Goombas descend. When Mario is a raccoon or Tanooki Mario he can float by rapidly tapping the A button. Use this tactic and superjump (hold button A) when you land on the Goombas. The score when you hit them will change from 100 right up to 8000, then a 1-up will appear. Carry on collecting 1-ups until the time runs out, and when time has run out, simply return to the same place in the level and get some more.

Money For Nothin' (And A Life For Free!)

If there are coins you've missed, and let's face it, however diligent you are when playing this top game, you're going to miss some, here's a tip:

When you come to the beginning of the big white cloud (it covers the background), you can float back up to pick 'em up. And what's more, if you go straight up there's a free extra life to be found! Not bad!



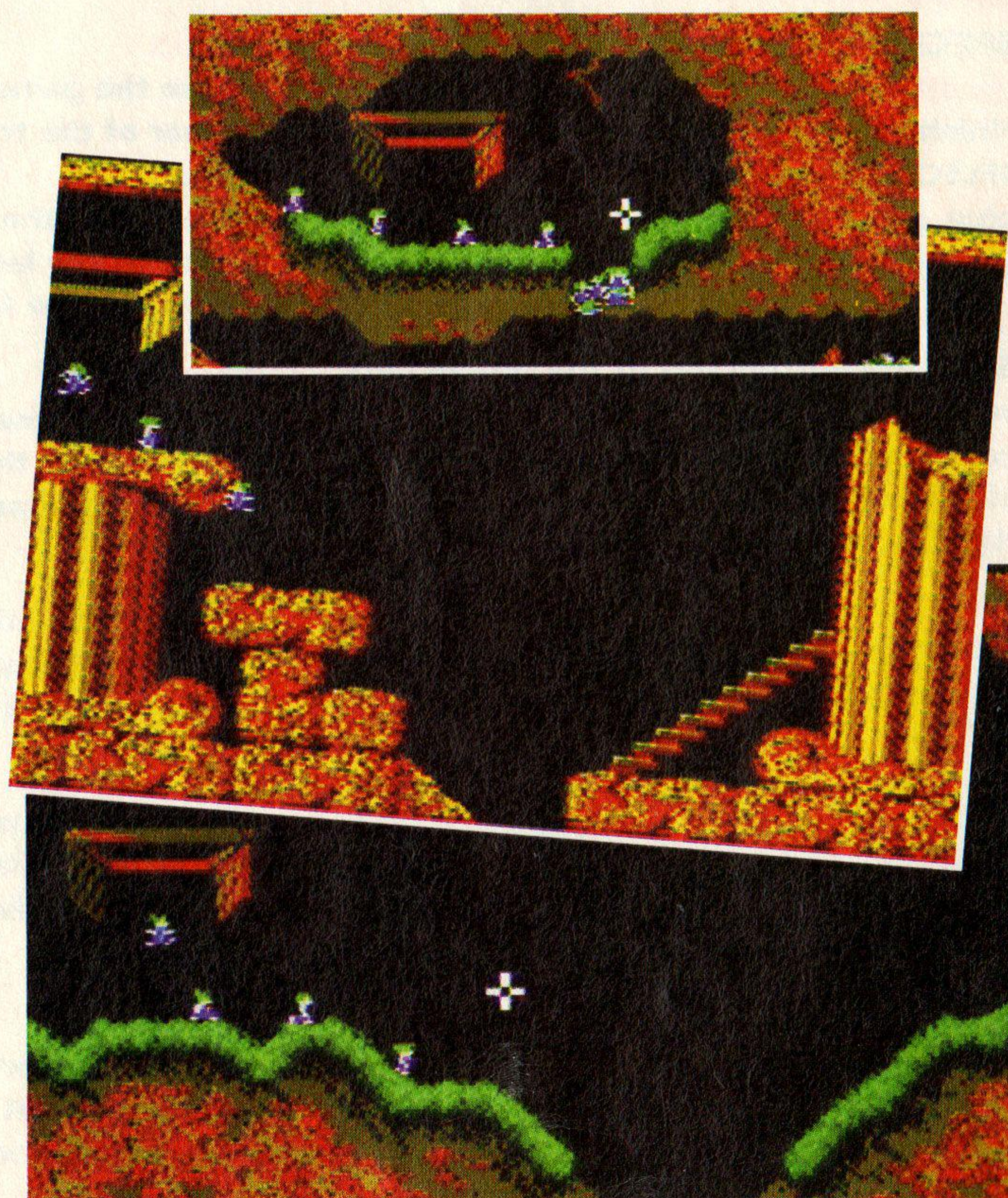
LEMMINGS

LOADSALEMMINGSLEVELS!

Lemmings is a fairly complicated and highly rewarding game, and what's more, it's bloody huuuuuge! In fact it's so huge

you'll be needing a guide to all 25 levels. Thankfully we twisted Atko's arms and tickled him with feathers until he discovered these and typed 'em in. Here goes!

	FUN	TRICKY	TAXING	MAYHEM
Level 2	TYRNVD	GNAXNF	VSDGSJ	SJFHGD
Level 3	GFDQRT	PQZFCG	HGSFDY	HDFTGS
Level 4	DFGTYQ	TWWYWY	PRTTMR	SHDYWR
Level 5	QQNBGT	ZQSDHQ	RYVCTD	KRWQHJ
Level 6	YRBNCP	QTDFSG	ZWKRBBD	PDHJDN
Level 7	DGBFHY	ZRLYDR	FRRWNB	HPBFXX
Level 8	CVRQKJ	GS HG SX	WYPRHD	BZGSDT
Level 9	JSQRBS	ZGMANZ	PDKDJJ	MLYZTF
Level 10	FKJTYQ	CVBXSH	YPPSLQ	FFDYSF
Level 11	XVSPDX	LKJHHG	HWRWXQ	YYKSGS
Level 12	XXXGDS	XCSDCX	DHYWKL	GLSHSL
Level 13	HXWQPX	DFJJQZ	VWYRTN	VLKSDH
Level 14	KXWXLW	VGSDTB	XYHGXX	GTNGQQ
Level 15	KSQZHQ	HXHSDJ	PLWJHL	JDFSDY
Level 16	VNWSQW	JCMVWX	GKJXCZ	WRDFVH
Level 17	FQTYMS	VFWZQL	DDBNDL	KDHGFT
Level 18	GZSFGM	LJDRKB	JFGSJK	WQDTGD
Level 19	YZKBLP	CGHYQS	NSDFSJ	THRRSH
Level 20	PLSTFL	PSDHTW	BDRMLN	LJJDJJ
Level 21	JXFCBS	CHTLNX	JSDASV	KBGVXM
Level 22	ZSDFFG	GFTTYK	QWRTL R	SSHJSJ
Level 23	TYPQGH	BSWHXZ	QHQLJS	LZTRYD
Level 24	QZKQXZ	KSLXSN	MRGHFW	VGXNFM
Level 25	LQZDGV	JQTVYR	WHGXZL	ZQQPLM



SNAKE RATTLE & ROLL

WARP FACTOR EIGHT

Level 1 to 3

When you reach the first island of level one, the one with only one square, jump up and down using your forked tongue.

Level 1 to 8

Begin your game and move in a straight line to the right (with none of that zig-zagging, mind). Slither to near the end with at least 96 seconds left on the clock and a warp rocket will appear. If you can grab it you'll warp to level eight.

Level 3 to 5

When you reach level three, move left and down along the narrow passage with the tricky jump to reach an open area with two nibble pibble dispensers. To warp you should reach the top pibble lid and get a speed-up.

Next jump to the platform immediately to the left of the pibble dispensers. Then jump to the right of the left-hand dispenser, and open a pibble lid that hides a clock. Next jump to the platform to the far right of the dispensers and to the final pibble lid to access the warp.

Get To The Points

To get more points than you ever thought possible, work your way through the easy levels and get yourself to level four.

Go to the scales, move right to make a yellow anvil appear from above. As soon as it does, move back to the scales and you should get 5,000 points.

Keep repeating this procedure and you'll get as many points as you want. Hurrah!

Shark Bites Are Good For You!

You may have noticed that some bonuses are out of reach – for example the extra life on level one. Well don't worry, TOTAL! have found a way round this. Make sure you've collected a few nibbley-pibbles then drop them into the water next to the item you can't reach. The shark will appear to bite you, and when he chomps a nibbley-pibble from your tail, your snake will jump high into the air. All you have to do is steer the snake towards the item with the D-pad and it's yours!



MICRO MACHINES

SPECIAL THINGS

Qualifying Race

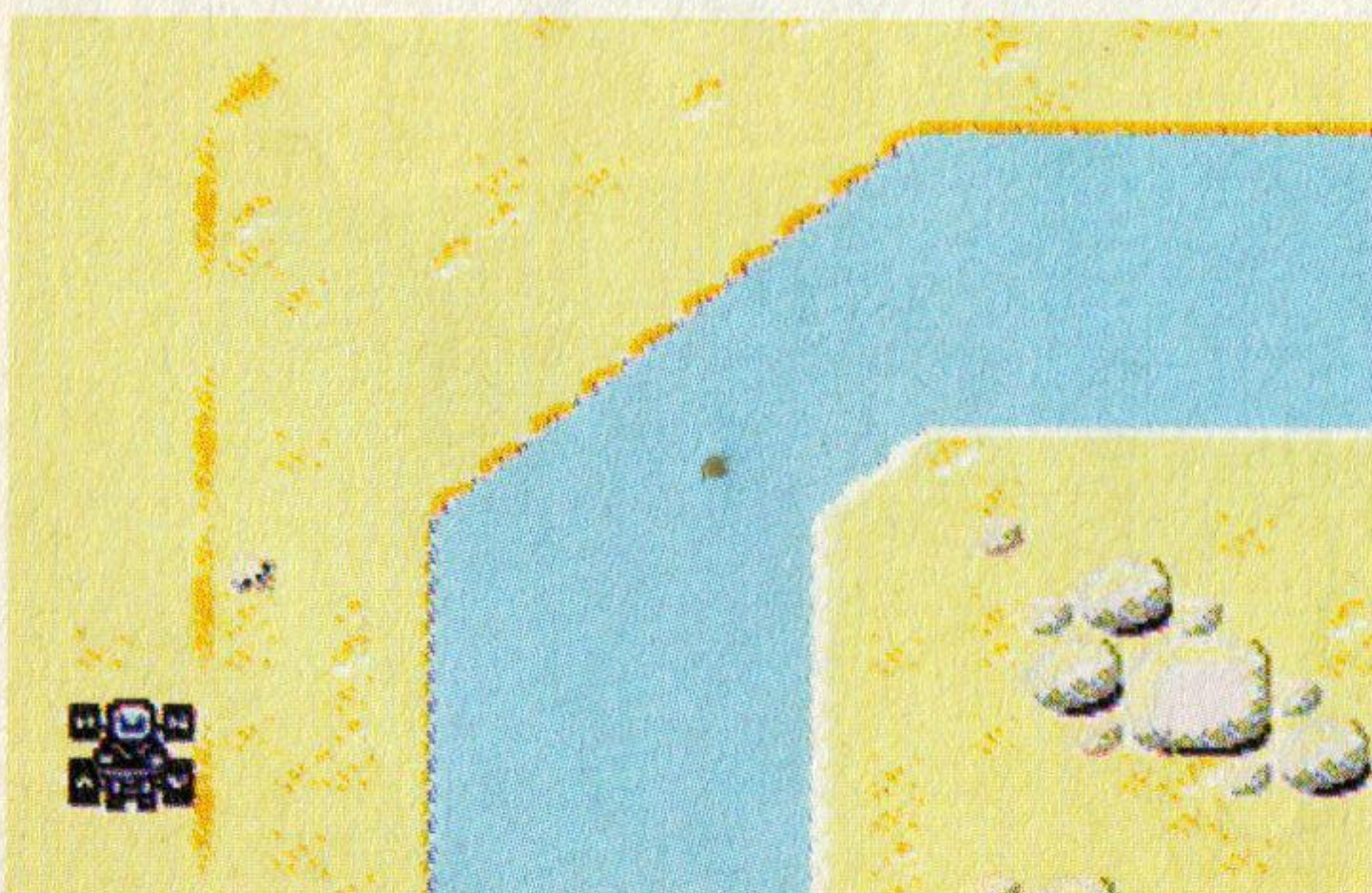
Finish third then press and hold UP, SELECT and B. When the screen turns blue, press START then START again and you get six lives.

Race 1

Go to the bottom left of the course until you see a patch of Toppies. Pause the game on the bottom left corner of the blue square covered in Toppies in the top right section.

Race 2

Pause the game while jumping off the blue folder to get an extra life.



Race 5

Pause the game in the top left hand corner of the track and you get non-skid tyres.

Also, pause the game in the space on the inside of the last corner and you need only cross the finish line to win.

Race 6

Pause the game in the shadow of the green ball by the bottom right hand pocket to get an extra life.

Race 7

When you see the oil can, park by the bottom of its spout and pause the game to get first position.

Race 9

After the first pool of water there's a footprint. Get into the heel and pause the game to give yourself super-fast acceleration.

Race 10

Pause the game at the point where the hose comes out of the plants to get an extra grippy chopper.



Race 11

Pause the game when you jump over the lid at the end of the shampoo bottle to get a surprise.

Race 12

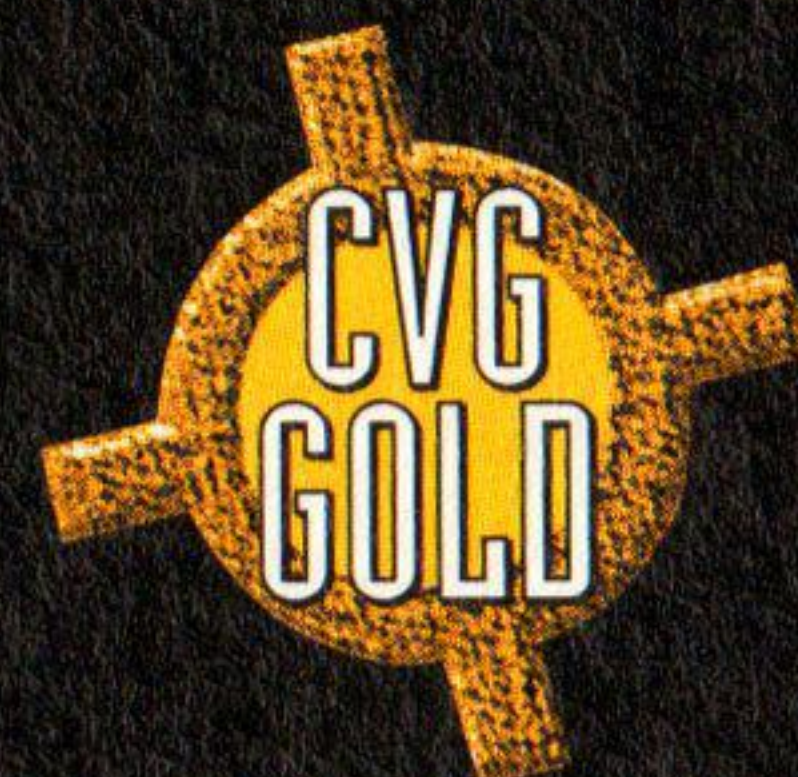
Pause the game on the top left hand corner of the fan to get something special (and secret).



KICK OFF 3

EUROPEAN

Challenge



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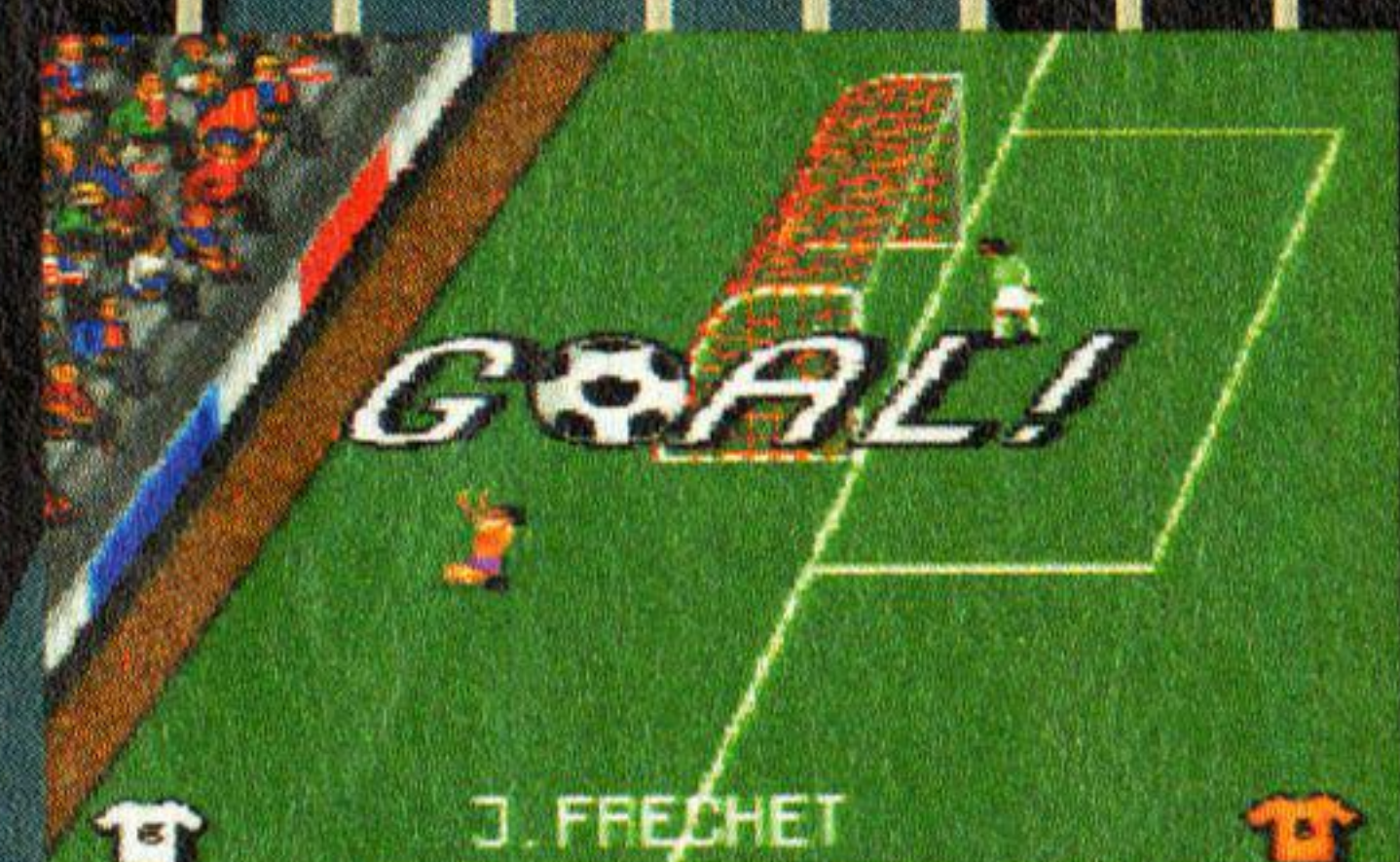
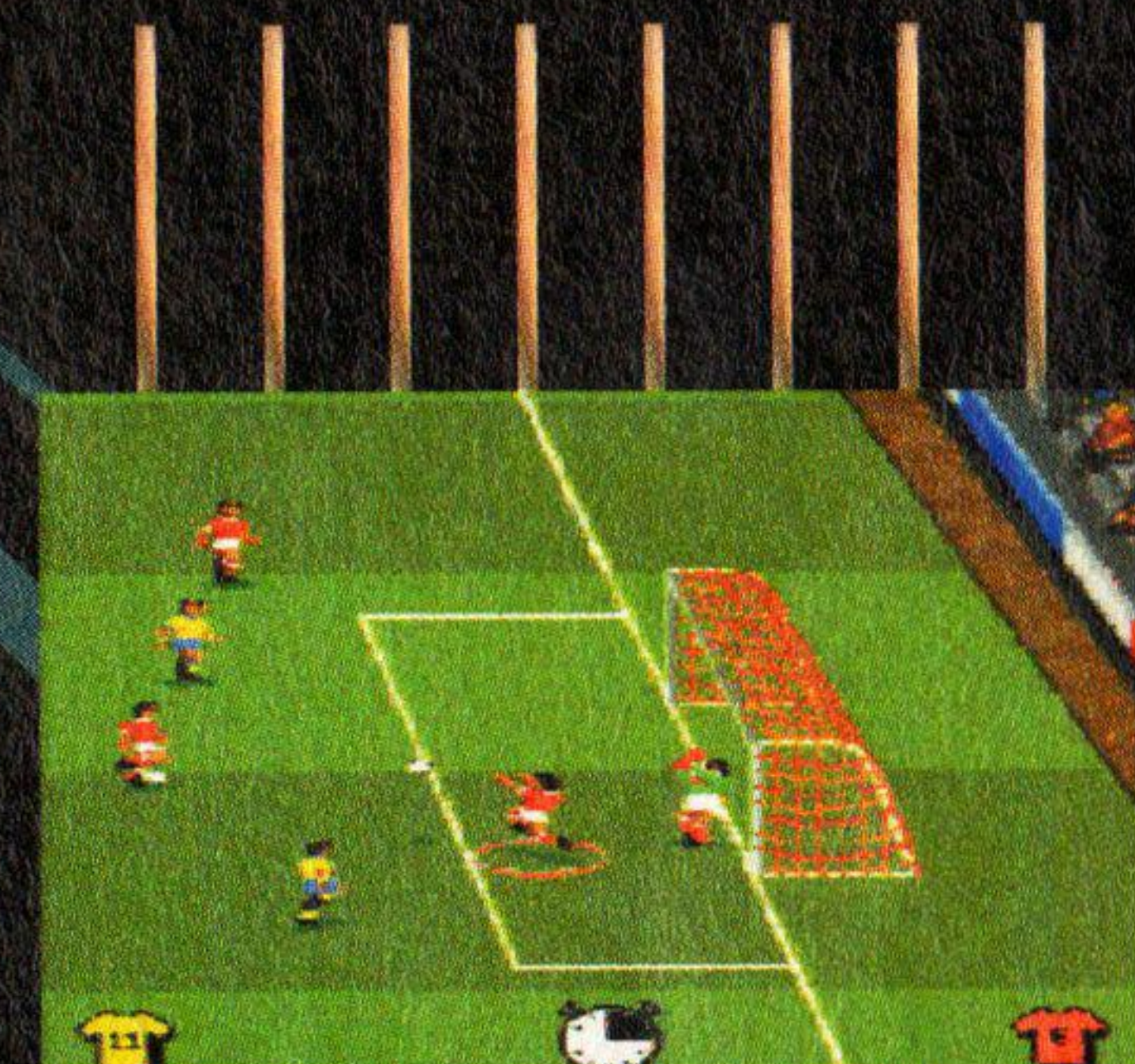
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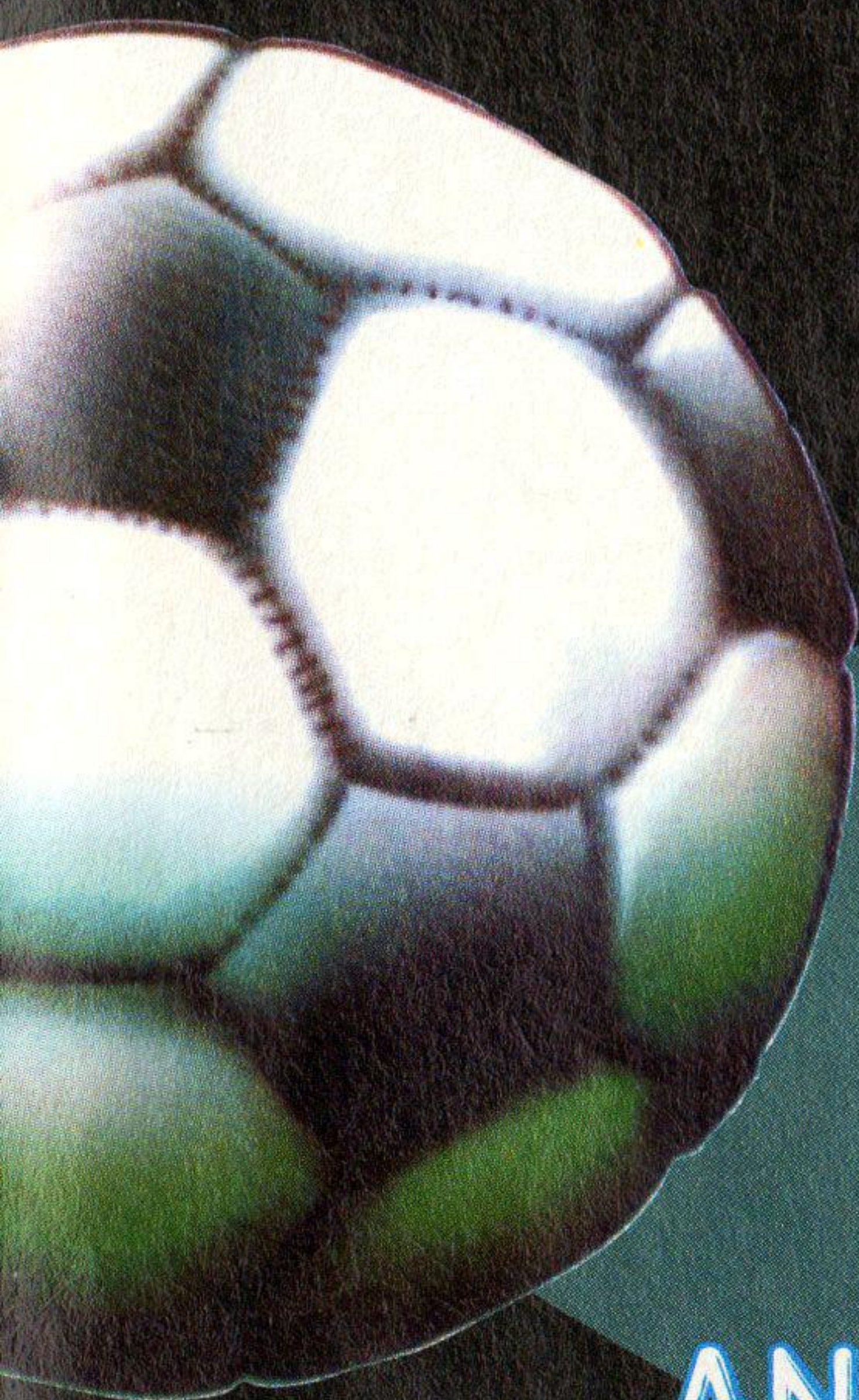
It scored **96%** in CVG - you know it's kickin'!



MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SCORE



ANCO

VIC TOKAI

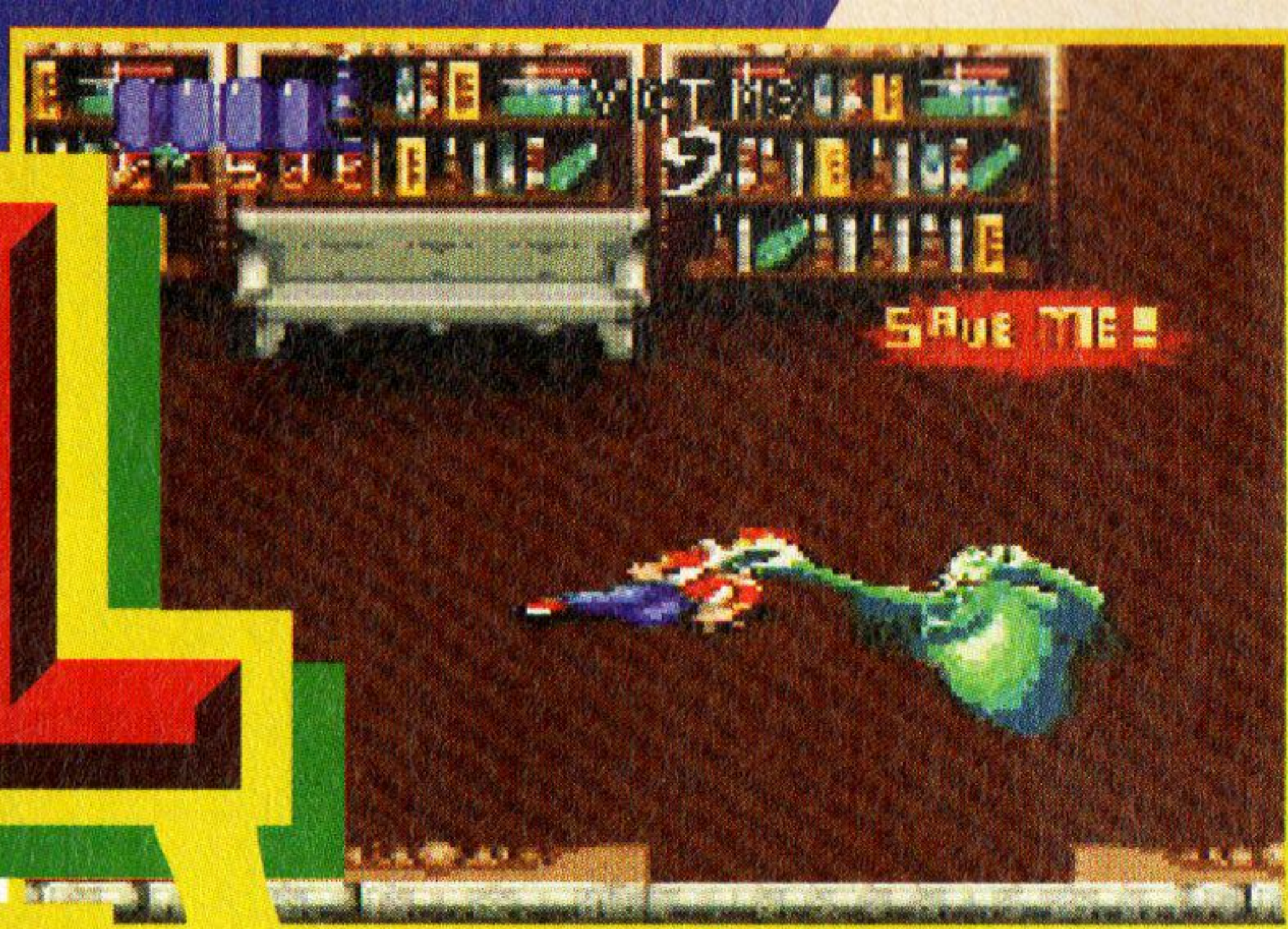
Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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GHoul PATROL



"Save me!" says the old man off-screen. Fat chance!

Introducing...
J. Arthur Rank on gong!



TOTAL!
SNES REVIEW

Atko didn't want to play this unless we promised to leave the light on and hold his hand until it was over. Bless 'im!

You might guess from the screen shots that *Ghoul Patrol* is the sequel to *Zombies Ate My Neighbours*. Damn tricky business, this sequel thing. I mean, what's the best way to do them? On the one hand you've got people who really loved the original and want more of the same. On the other hand you've got people who say 'Show us something new or I'm not interested.'

This second group of people is going to be terribly disappointed with *Ghoul Patrol* because it's almost exactly the same as *Zombies*... It's got the same characters (Zeke and Julie) the same look (that kind of 3D maze thing) and the same gameplay (run around, dodge monsters and rescue townsfolk). There are similar weapons and bonuses to collect and similar puzzles to solve. The monsters are different and so are the mazes, but that's as far as it goes.

It's great fun to play, but it would be – although some humour's missing, it's the same as *Zombies*, and that was definitely Not Bad! I'd buy it, if that's any help.

ATKO

T!



"I might look a bit odd, but at least I'm not wearing a stupid baseball cap!"

SUPER CREEPS

We've seen it all before. And the plot (A magic book!) is a bit sad, too. It's slow, and Zeke and Julie themselves, well...

PLAYERS: TWO
FROM: JVC
PRICE: £49.99
RELEASE: NOVEMBER

Zeke narrowly escapes the grasp of a ghoulie. Blimey!

SCARY MONSTERS
Great fun. Good range of baddies. Plenty of gags. A most excellent thing with a mate

Would you trust a doctor with a hanky on his head and drool dripping from his gob?

"We saw it all last year"

ANDY SAYS...

I'm sick and tired of software companies latching on to a successful formula and milking it. There's nothing new here at all – it's just *Zombies* in a different box. Where's the innovation? Where's the original thought? It's not a bad game, but we saw it all last year. Boo!

GRAPHICS

Good looking, atmospheric and funny (but not as funny as the original)

9

SOUNDS

Splattered with great effects and, at last, a soundtrack that's not annoying!

8

GAMEPLAY

Easily as good as the original, with loads of neat touches – in other words, excellent

8

LIFESPAN

With the two-player option and more levels than you'd imagine, it'll last forever!

9

TOTAL! JUDGEMENT

"It has everything the original had except, maybe, the charm. The B-Movie feel of *Zombies* is missing, but it's still a top game."

TOTAL! SCORE

89

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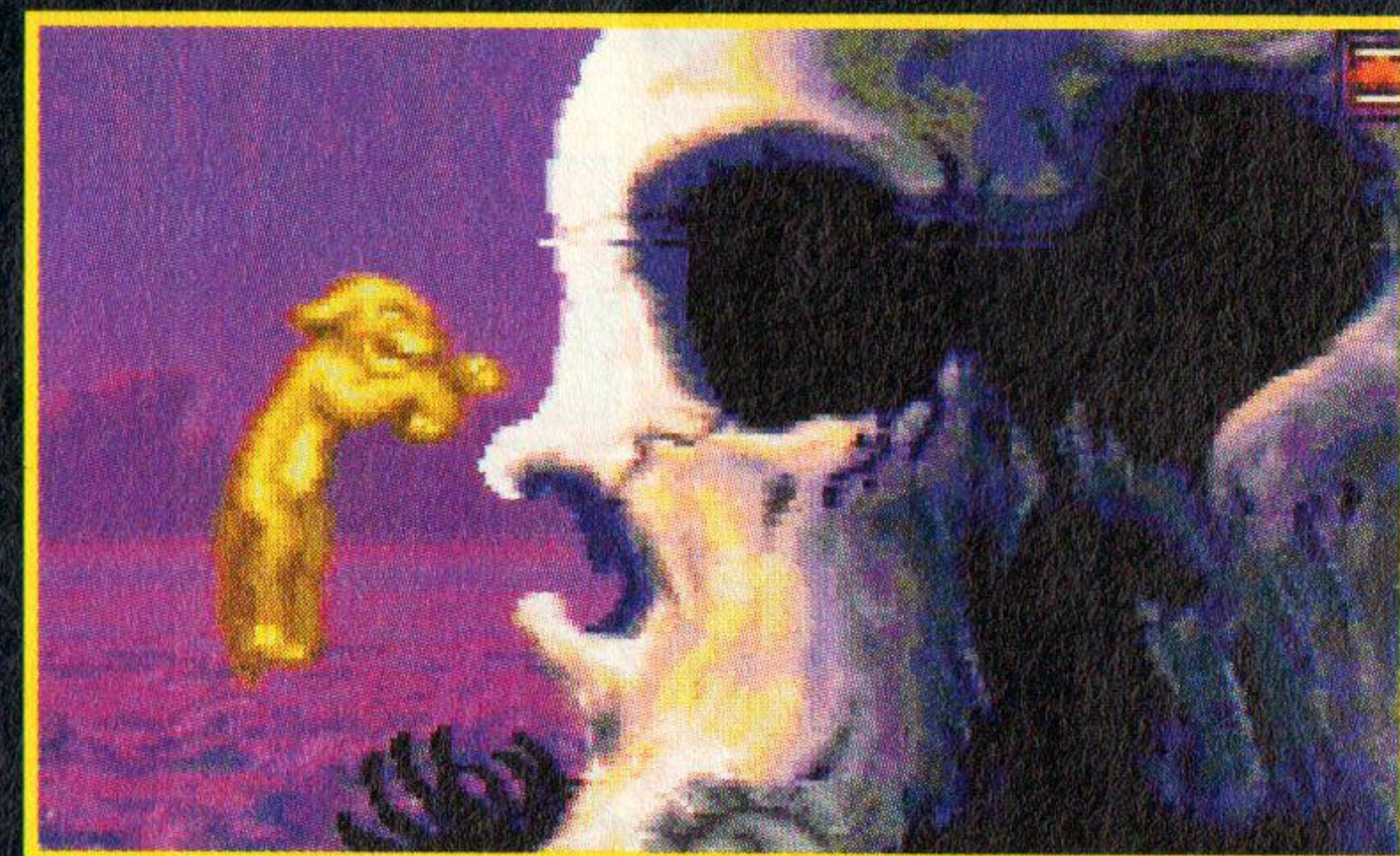
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TOTAL! SNES REVIEW

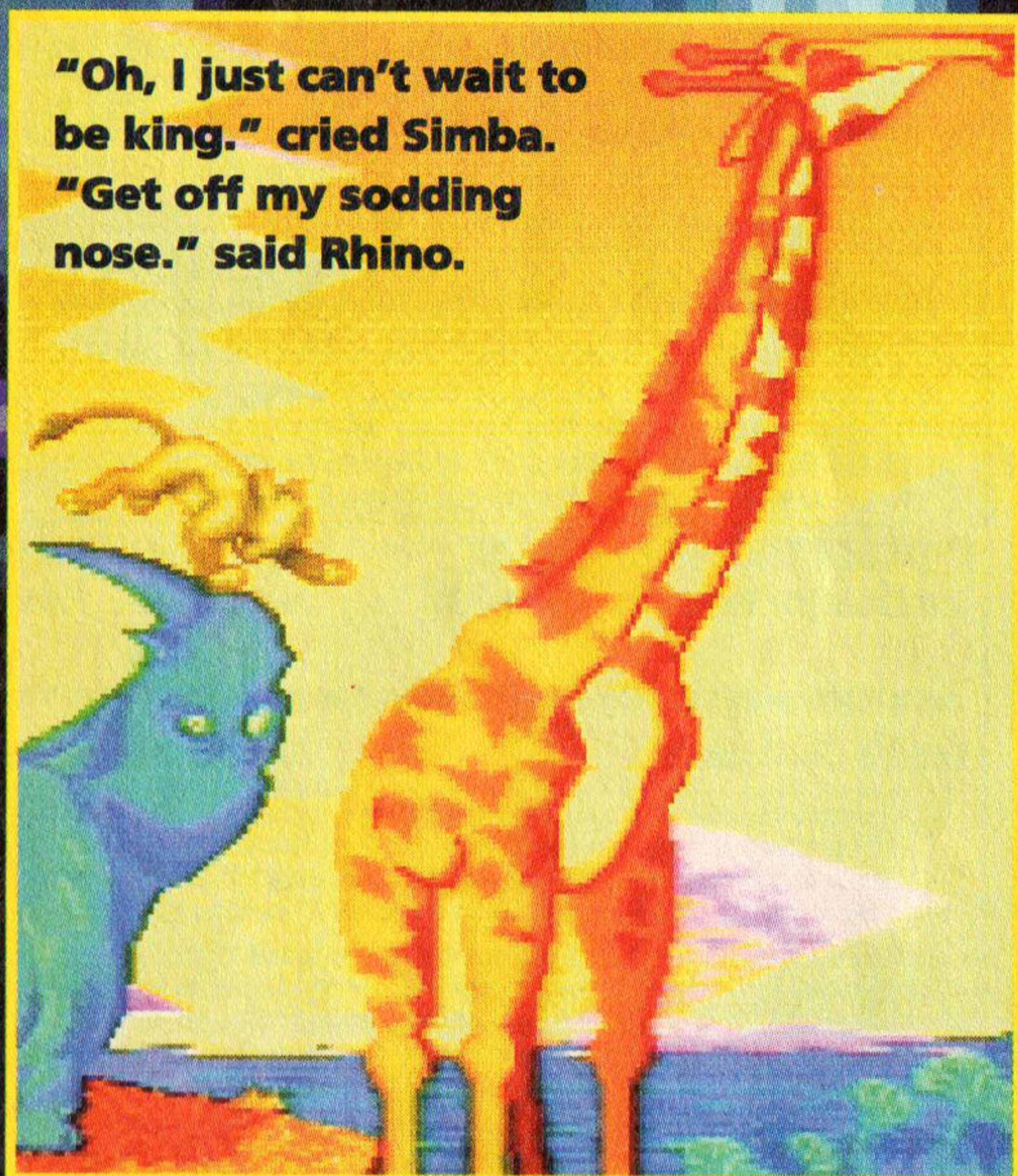
THE LION KING



Left: Simba looks chuffed for no good reason.
Below: Simba does something else in mid-air.



"Oh, I just can't wait to be king." cried Simba.
"Get off my sodding nose." said Rhino.



PLAYERS:
ONE
FROM:
VIRGIN
PRICE:
TBA
RELEASE
TBA

It's about time Josse found out who this Disney upstart the Lion King is. And what's his game all about?

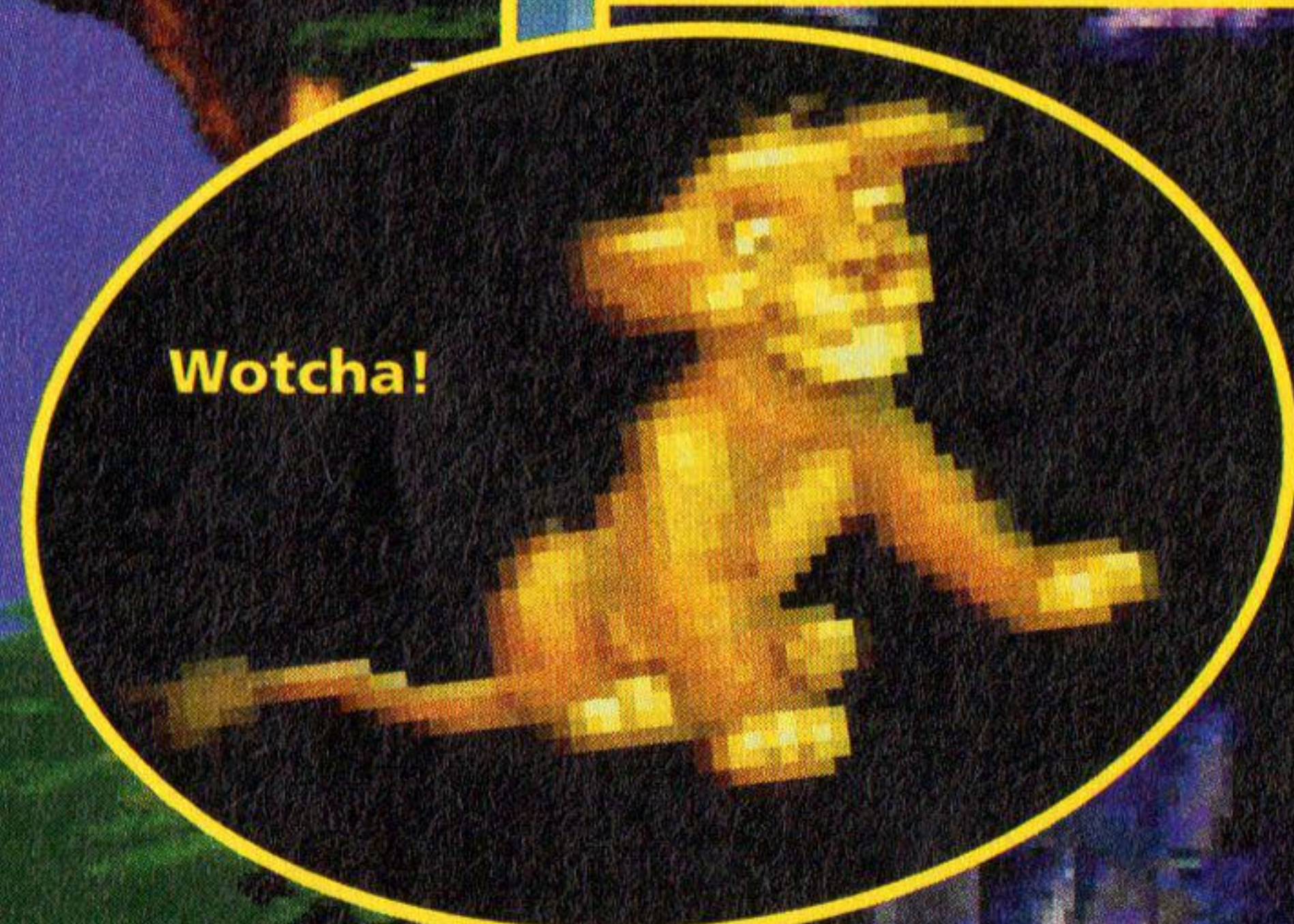
he latest addition to the Disney stable of uber-platformers again closely mimics the animation of the film and reaps the benefit. *Lion King* does look a little simpler and further away from the style of the film, with

the slightly tacky and hurried looking backdrops proving something of a disappointment, but the main sprites are as slickly rendered as anything from the *Jungle Book* or *Aladdin*.

Funnily enough though – and this is true of all of the platformers, like *Earthworm Jim*, *Jungle Book* and the forthcoming *Donkey Kong Country*, which are leading the current rehabilitation of the genre, *Lion King* does well by sticking to ultra-traditional gameplay. What it boils down to is a test of pure reactions and co-ordination as you come up against one type of problem, such as giraffes' heads that move as you stand on them, in each little sub-section. This is partly forced by the size of the sprites but it's also typical of Disney. Sticking to tried-and-tested ideas and making sure that the simple things are done as perfectly as possible is what makes the Disney-licensed platformers what they are.

PRIDE
Lovely to look at,
fun to play and
tricky to boot

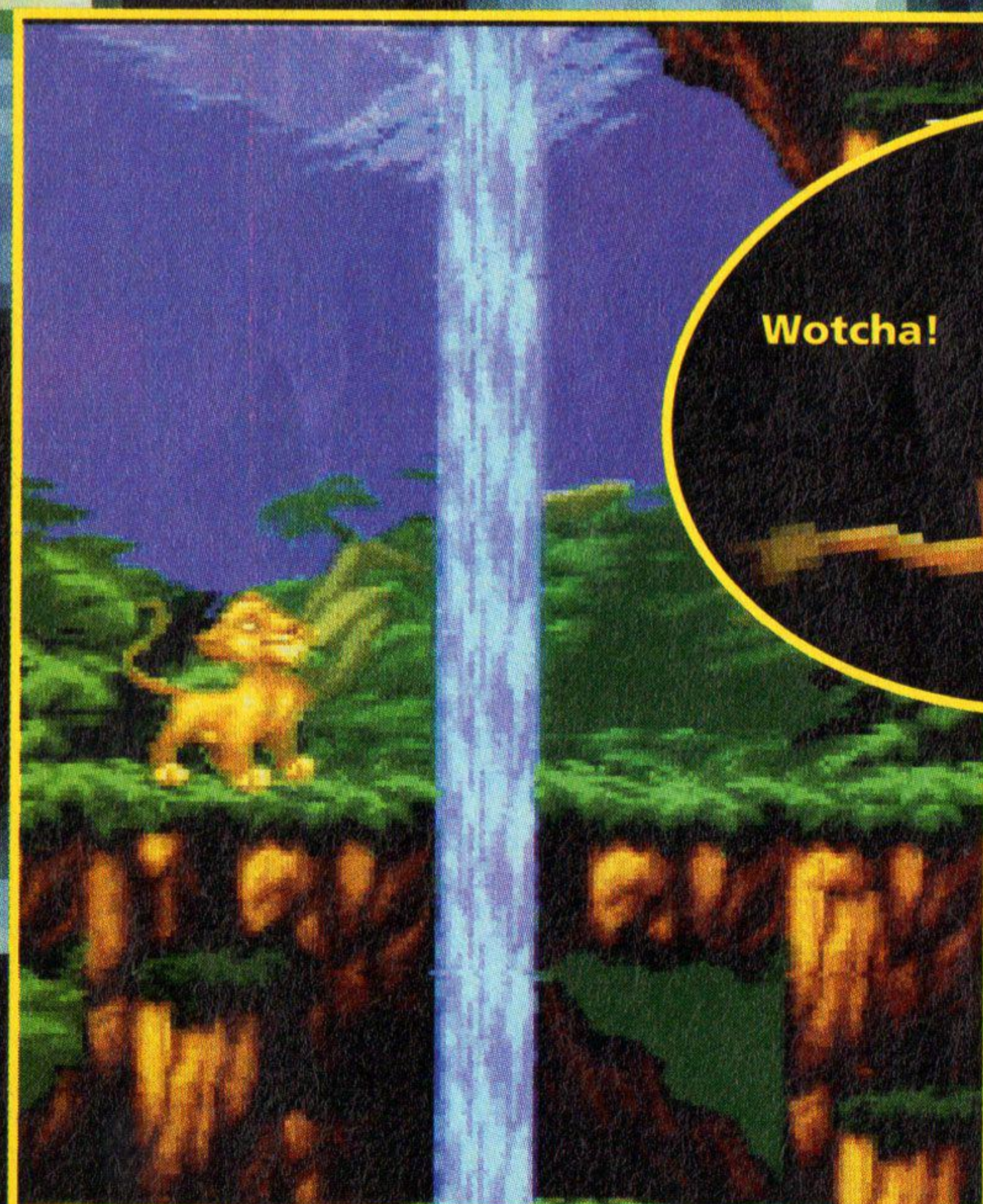
Wotcha!



Simba arches his back quite severely while a passing vulture shrugs its shoulders.



Simba strikes another contented pose and quietly observes a beautiful waterfall.





Simba climbs a rock with one paw while the rest of his body stealthily follows.

Lion King also pulls off the 'something for the adults' trick with the inclusion of some tough gameplay. You won't be able to blunder your way around levels. You'll actually have to be good at jumping around and there are plenty of bits where you have to get it just right or it's either back to the start of a level or, even worse, a fatal plunge from the level altogether. In fact, at several points the game could be too hard and the relative rarity of restart points and distinct lack of a password option can make it a bit frustrating.

But, hey, that was the original point I was making. You can't have it both ways – either it's challenging or not and *Lion King* generally does a good enough job of balancing the appeal of progression and tough gameplay to keep a wide range of folks hooked. **JOSSE**

PREJUDICE
Maybe it's just a little too tough at points



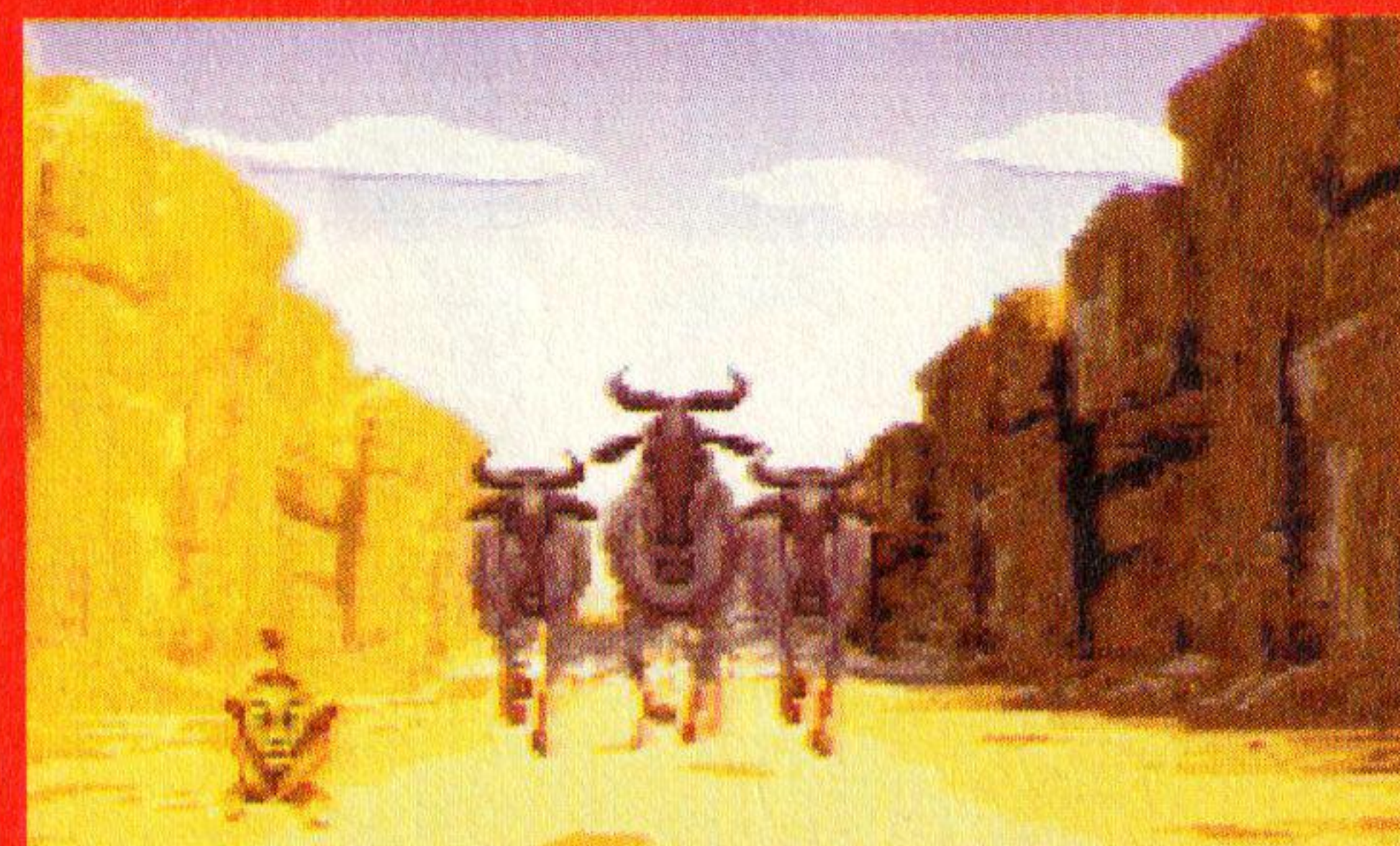
Simba leaps and raises his paws aloft.

Simba growls at an unfortunate monkey who, quite rightly, seems singularly unimpressed by the whole affair. Too bad!

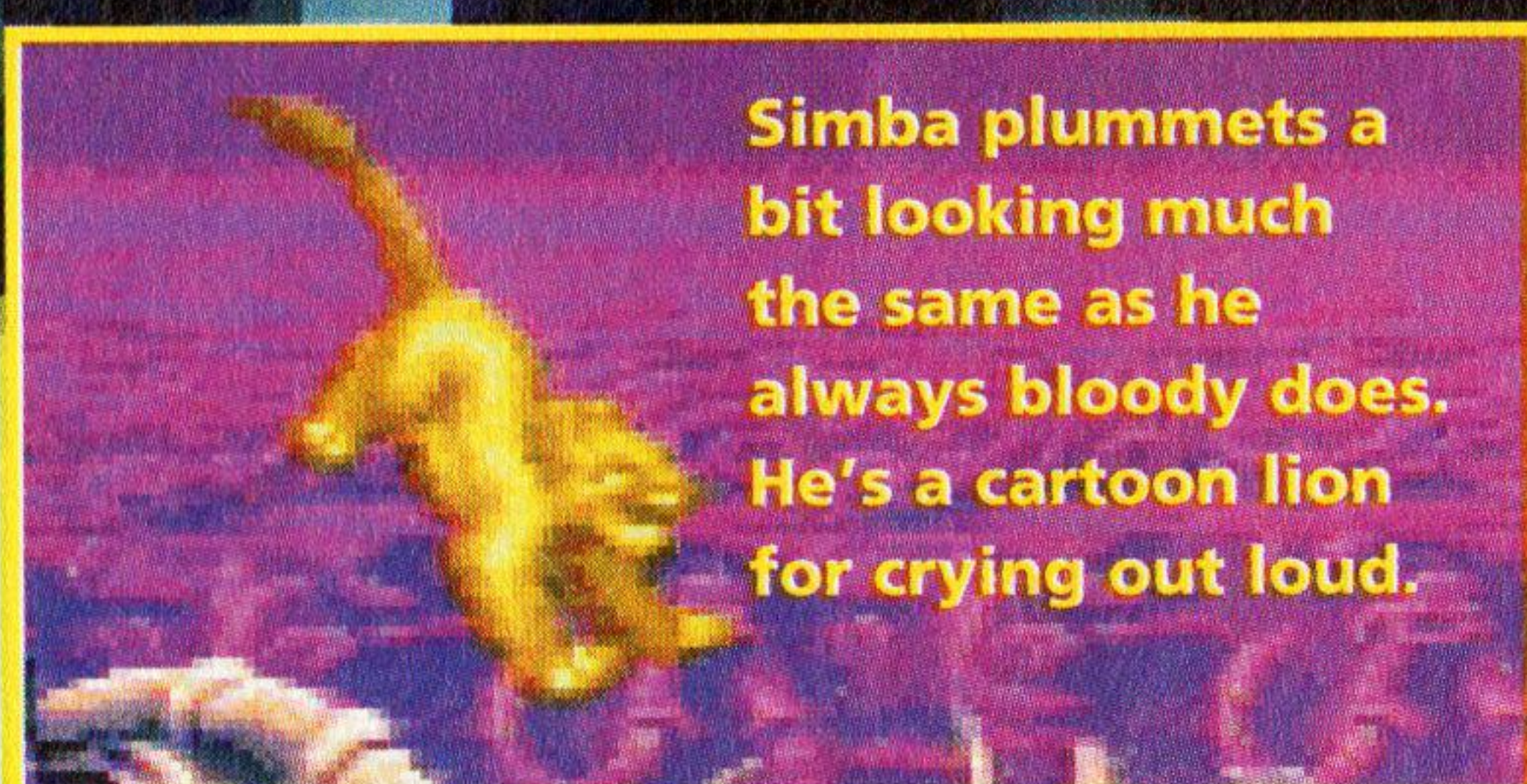


Simba sits on a rock looking a bit young while his Dad looks on.

TOTAL! TACTIX

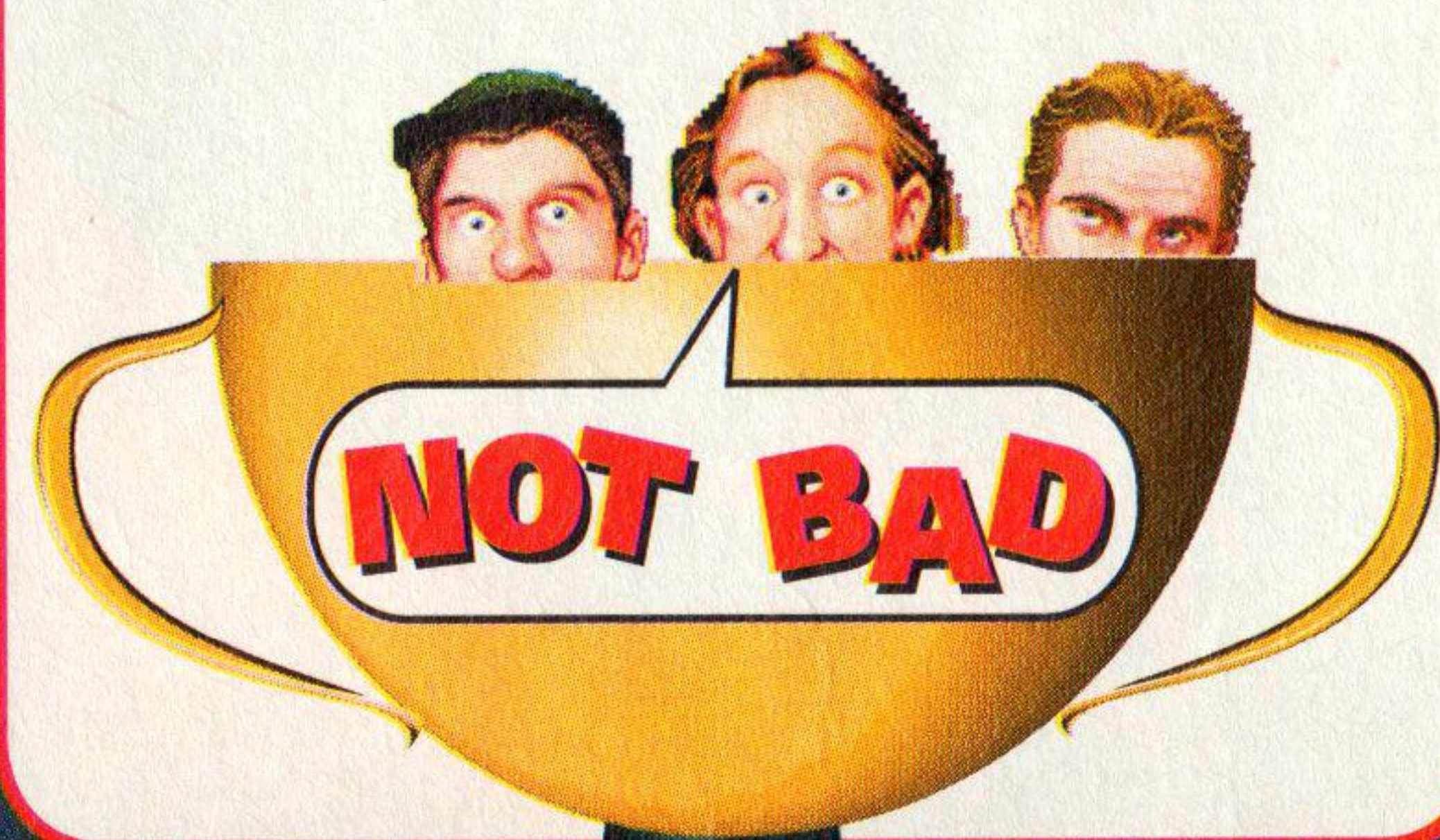


Level four is a 3D chase section where Simba is hotly pursued by a stampeding herd. (Even if you haven't seen the film you've no doubt seen this clip on the telly). Stay off centre and wait for a flashing rock warning. When you see it count to three and jump.



Simba plummets a bit looking much the same as he always bloody does. He's a cartoon lion for crying out loud.

TOTAL! SAY



GRAPHICS

The backgrounds let the side down sometimes but apart from that it's as good as we've come to expect

9

SOUNDS

A reasonable roar and a tune that's kinda catchy (you know, kinda catchy like the plague)

8

GAMEPLAY

Classic platform gameplay, in typical Disney manner. Have you forgotten how good it is?

9

LIFESPAN

It looks like it's for kids but this is actually a tricky game to play, so should see you alright for a while

9

TOTAL! JUDGEMENT

"Another classic from the Disney stable! This contains the looks, variety and challenge that will appeal to a good range of gamers. Not bad!"

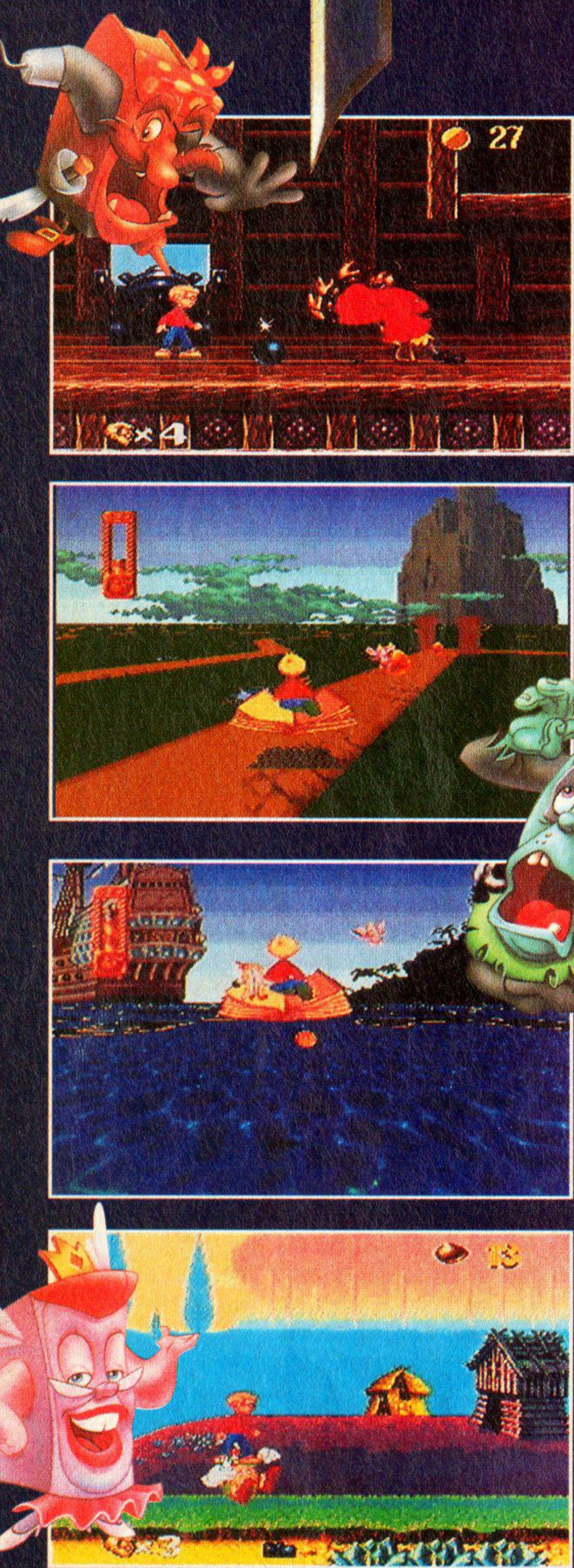
TOTAL! SCORE

91

A MAJOR MOVIE
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20th Century Fox
Presents

the Pagemaster



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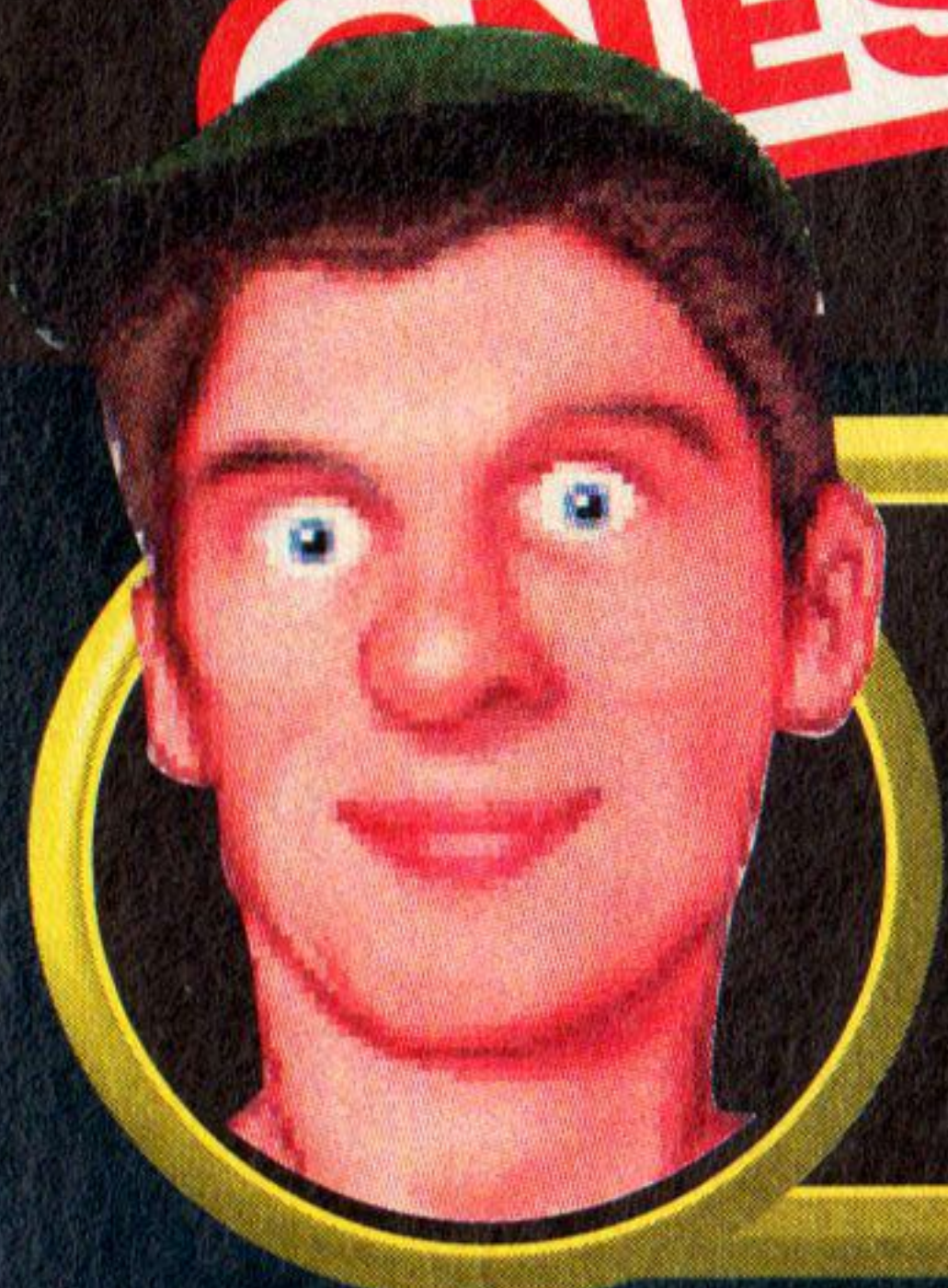
Virgin

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CONTAINS PLATFORM AND
STUNNING MODE 7 LEVELS

JURASSIC PARK

TOTAL!
GAMES REVIEW



PLAYERS: 1-2
FROM: OCEAN
PRICE: £TBA
RELEASE: TBA

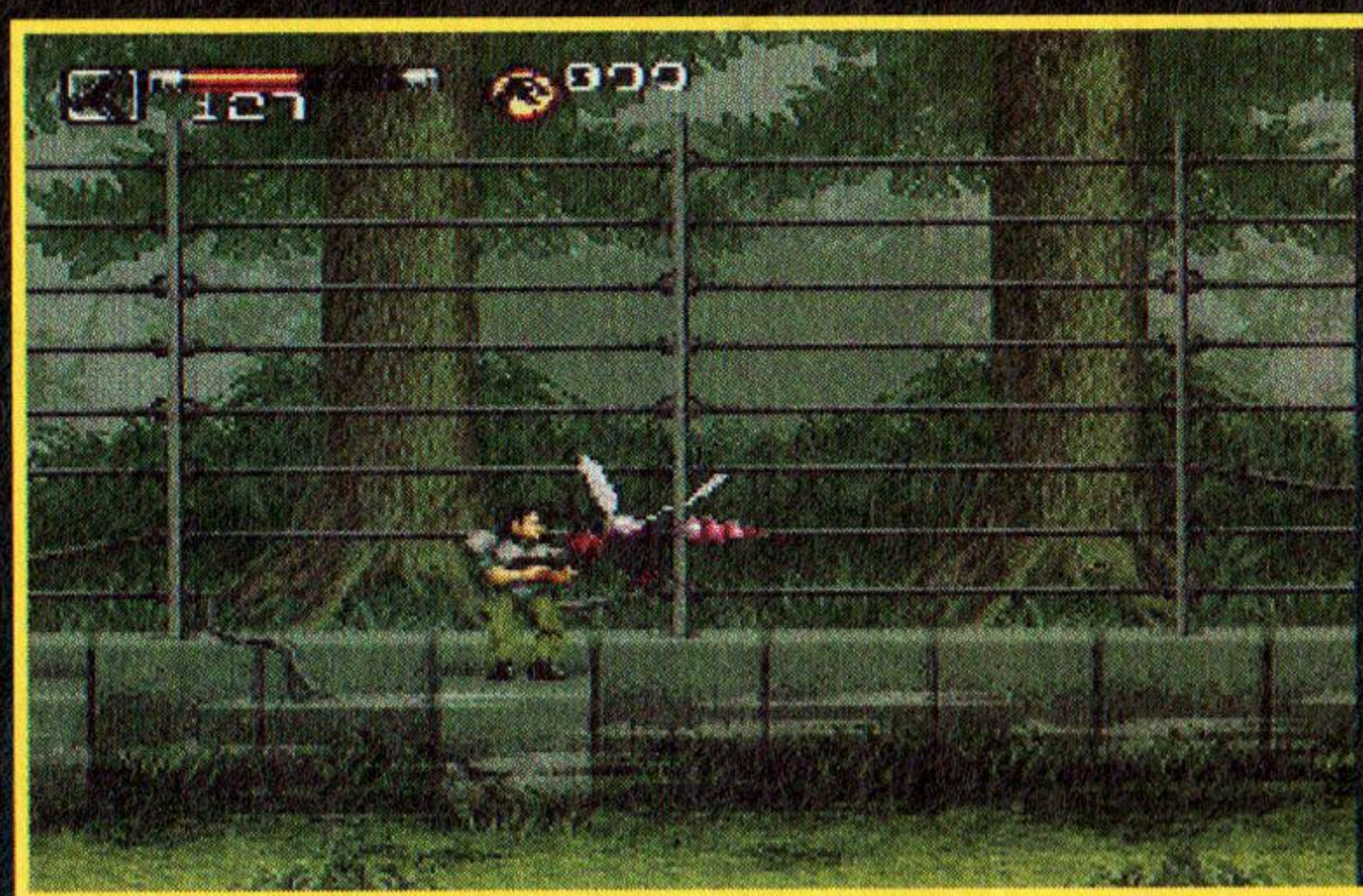
Atko thought that T Rex was a block of vegetable oil used for making pastry until he played *Jurassic Park II*.

The Biosyn Corporation has taken control of Jurassic Park in an attempt to steal DNA secrets. You must destroy these invaders, get the island back on line and, of course, slaughter loads of dinosaurs.

Jurassic Park II is a one- or two-player platform shoot-'em-up in the same vein as *Alien 3*, in fact the game engine is almost identical which can only be a good thing. Your task is set out over six missions which may be tackled in any order.

These range from seek 'n' destroy missions to recapturing the blockade and stopping the mighty T Rex.

Graphically *JPII* is pretty similar to its predecessor but without the 3D section. Where the sequel comes into its own is in sheer playability.



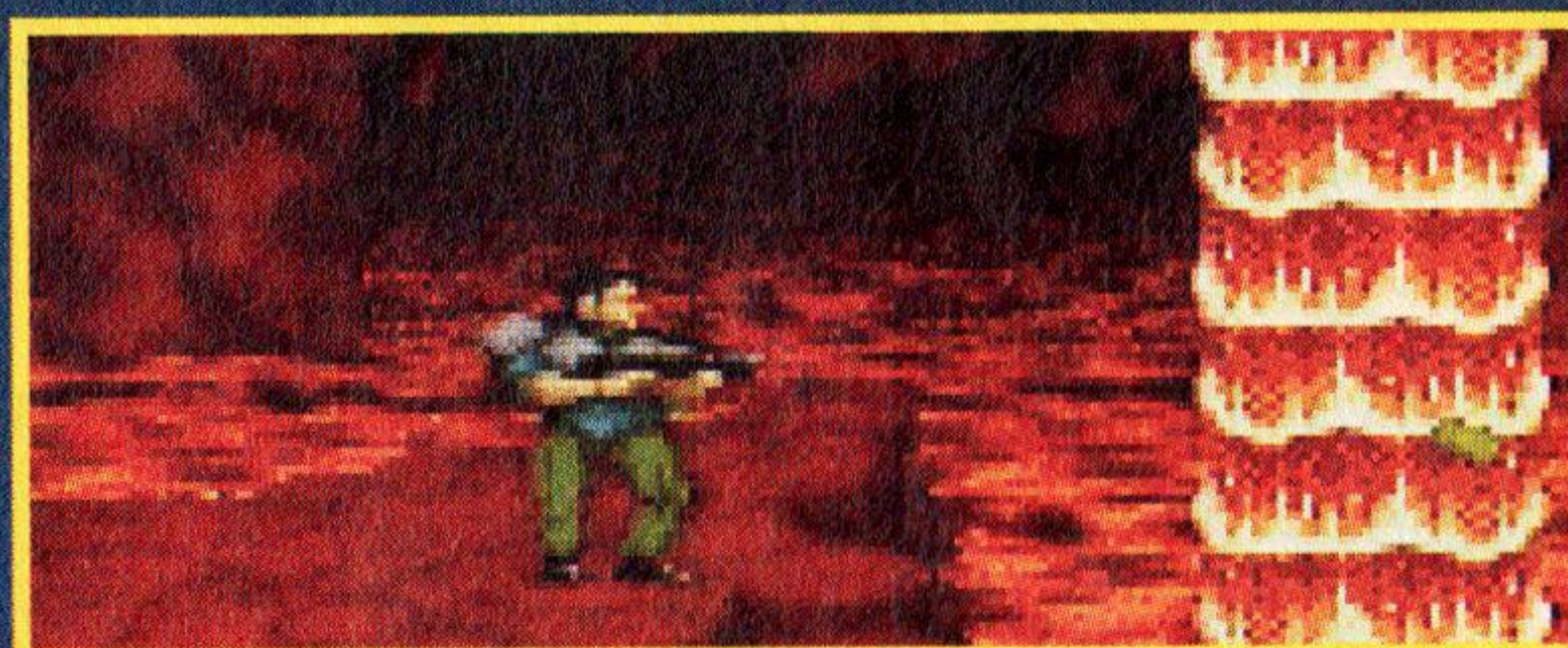
With just a flick of the collar buttons you can access the special fly spray weapon.

Ocean appear to have spent their money wisely on the game rather than investing in the hype this time, and good on them! The game is easy to get into and thoroughly engrossing.

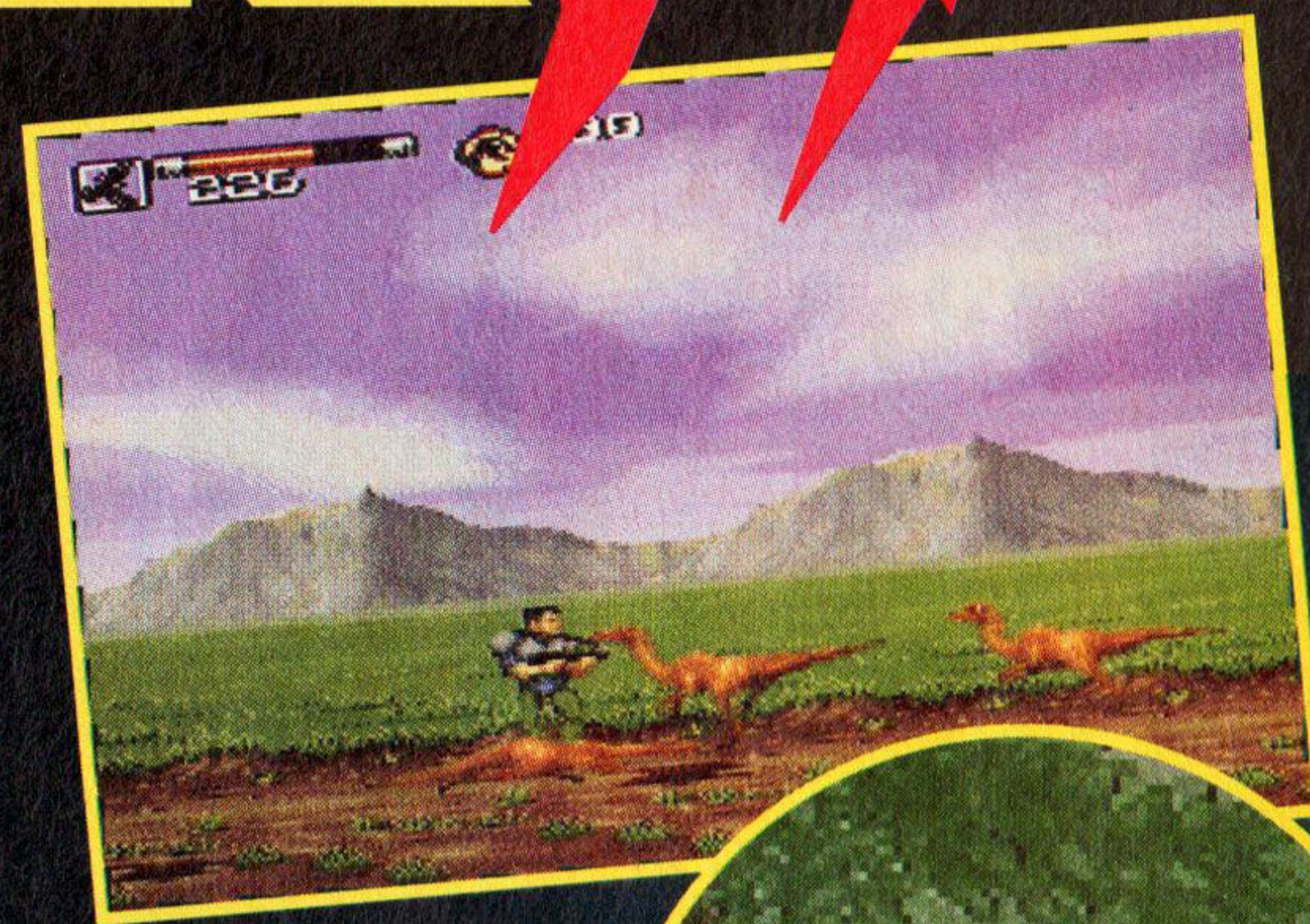
The only major flaw is that the dinosaurs aren't particularly intelligent. This means that they're not very frightening and so misses the point of the license somewhat.

Still this serves as a top shoot-'em-up with an imaginative plot and loads a character. Frankly that's a rarity these days. **ATKO**

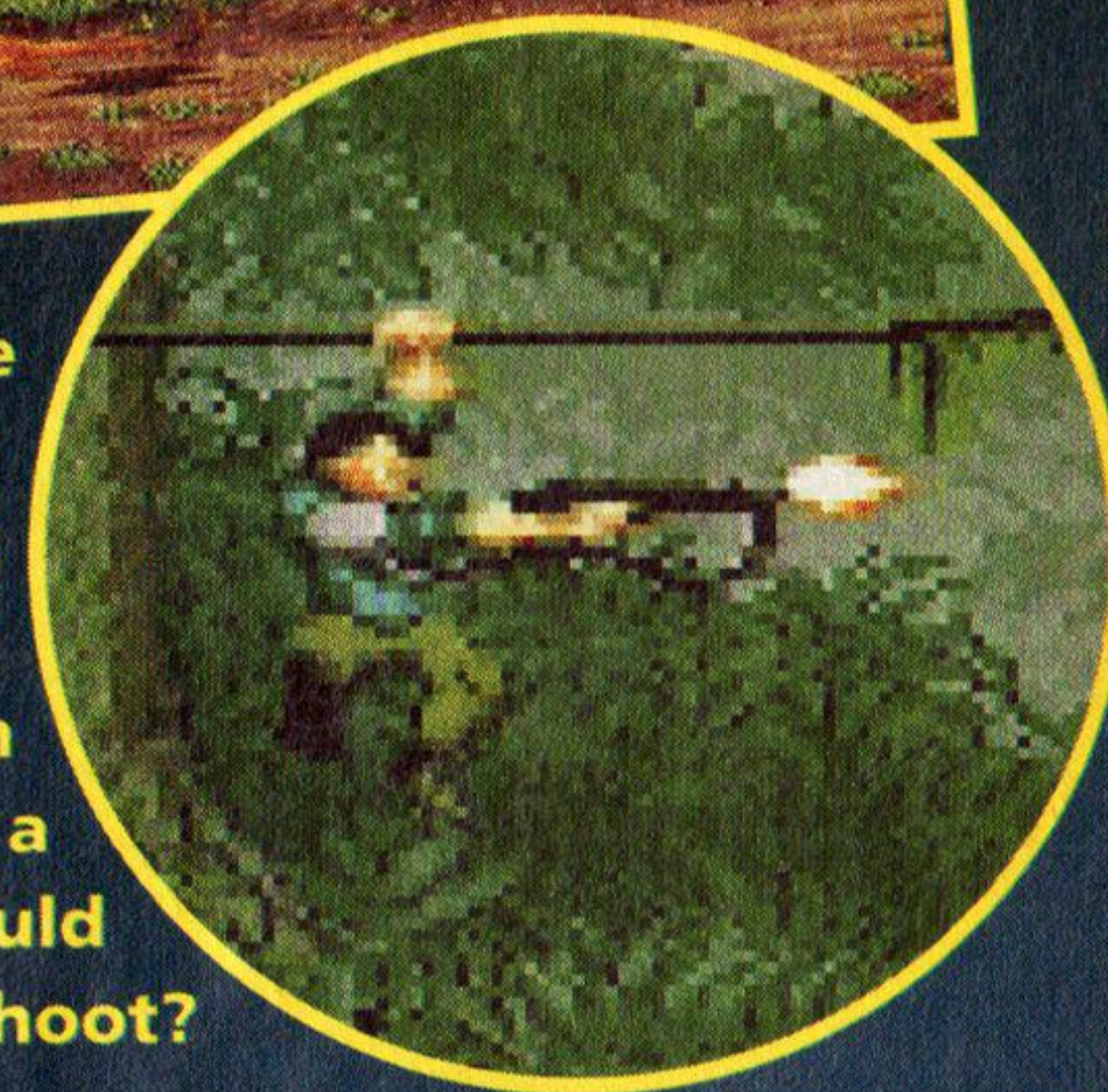
BORES
The dinosaurs are just a bit too dumb to be convincing or scary



Deep underneath Jurassic Park you must contend with pterodactyls and red showers.



Above: You're supposed to be trying to save these friendly fellows but when armed with a machine gun would you jump or shoot?



GRAPHICS

Detailed sprites, slick animation and loads of varied settings. Dino-tastic!

8

SOUNDS

The cinematic soundtrack sucks you right into the game and creates loads of tension

8

GAMEPLAY

Similar game engine to *Alien 3* but with a fab two-player option. And dinosaurs!

8

LIFESPAN

Difficulty settings and a two-player mode, means this'll last 'til the second film is out

7

TOTAL! JUDGEMENT

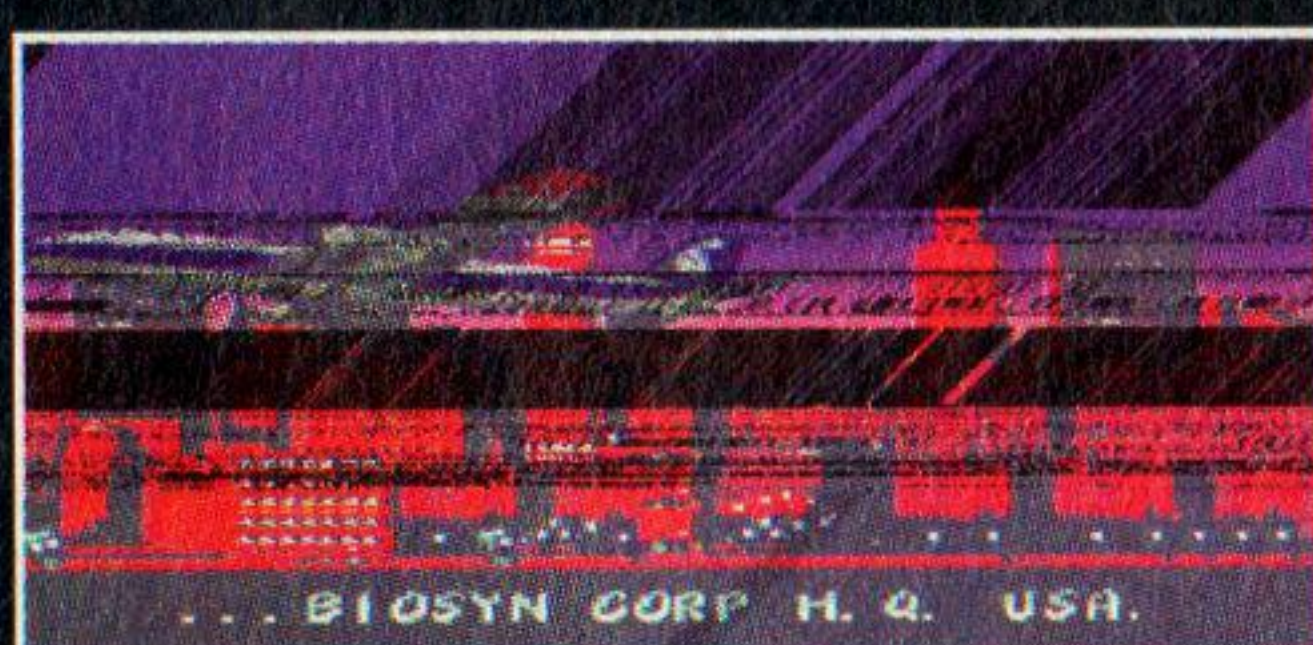
"The two-player option makes this a much better game than the original. It's challenging, moody, scary and bloody hard"

**TOTAL!
SCORE**

85

Park Life...

With no new film to crib from, Ocean had to come up with a game plot of their own. It goes a little like this:



AS SEEN
ON TV

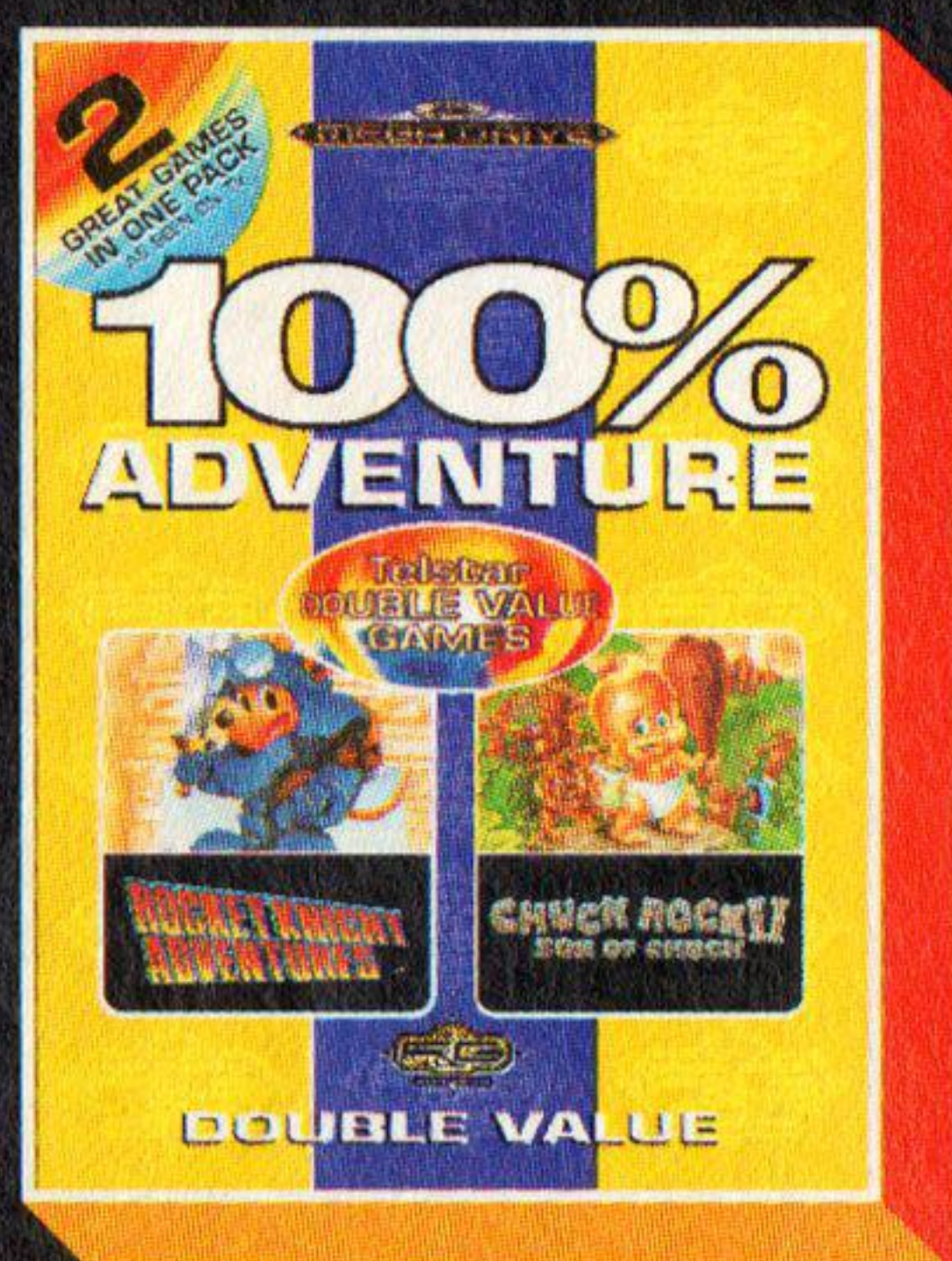
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double value games

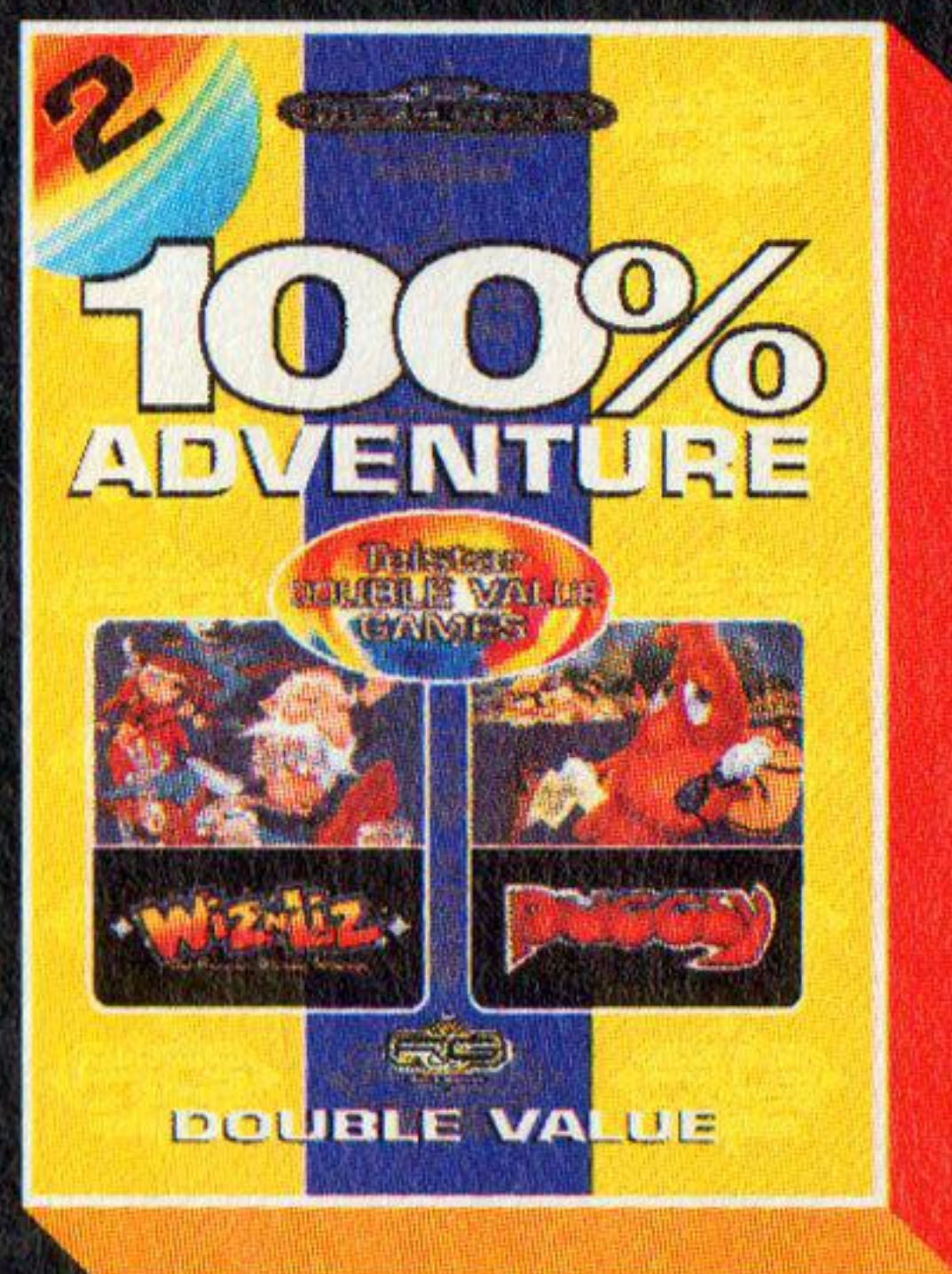
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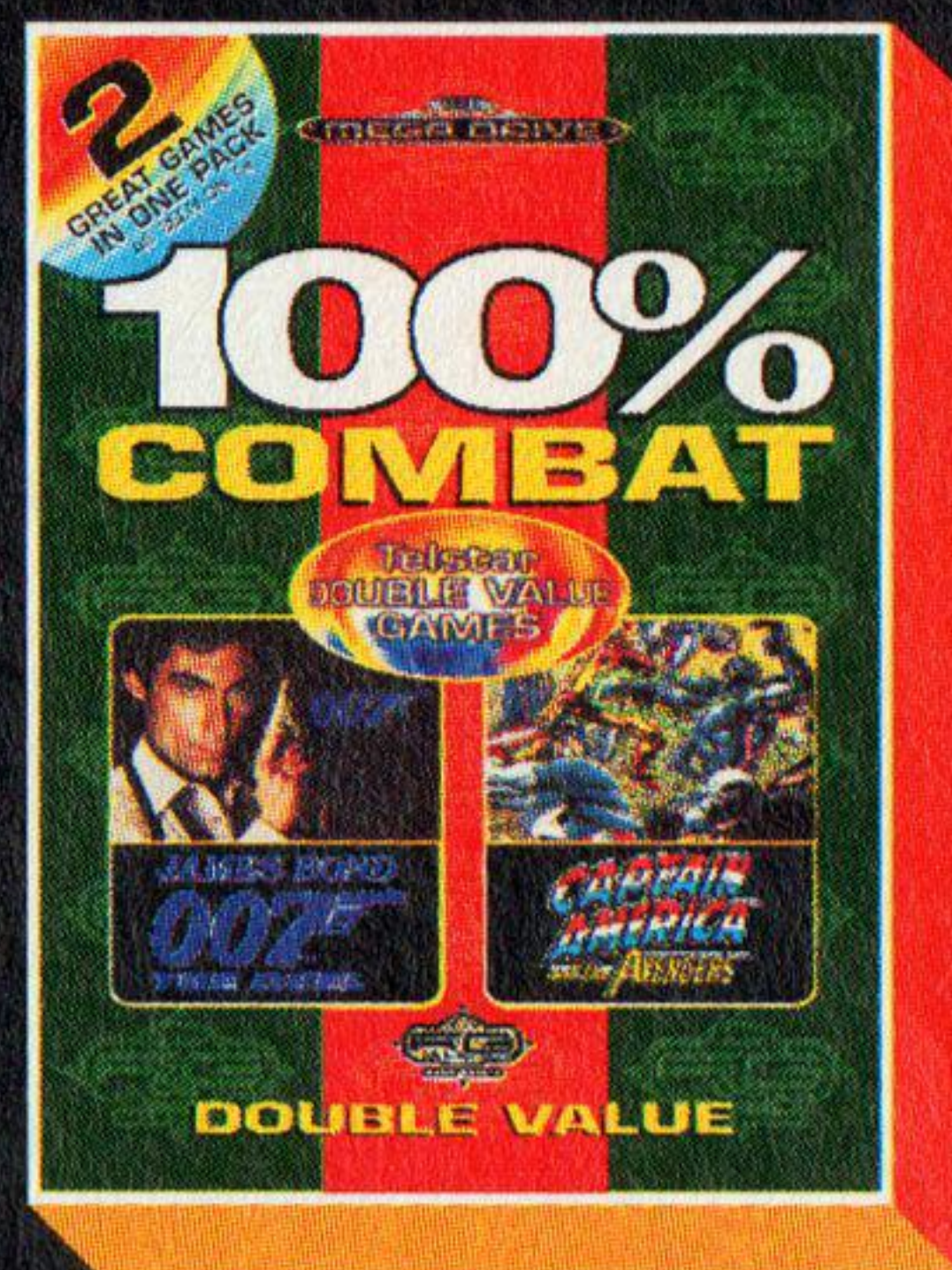
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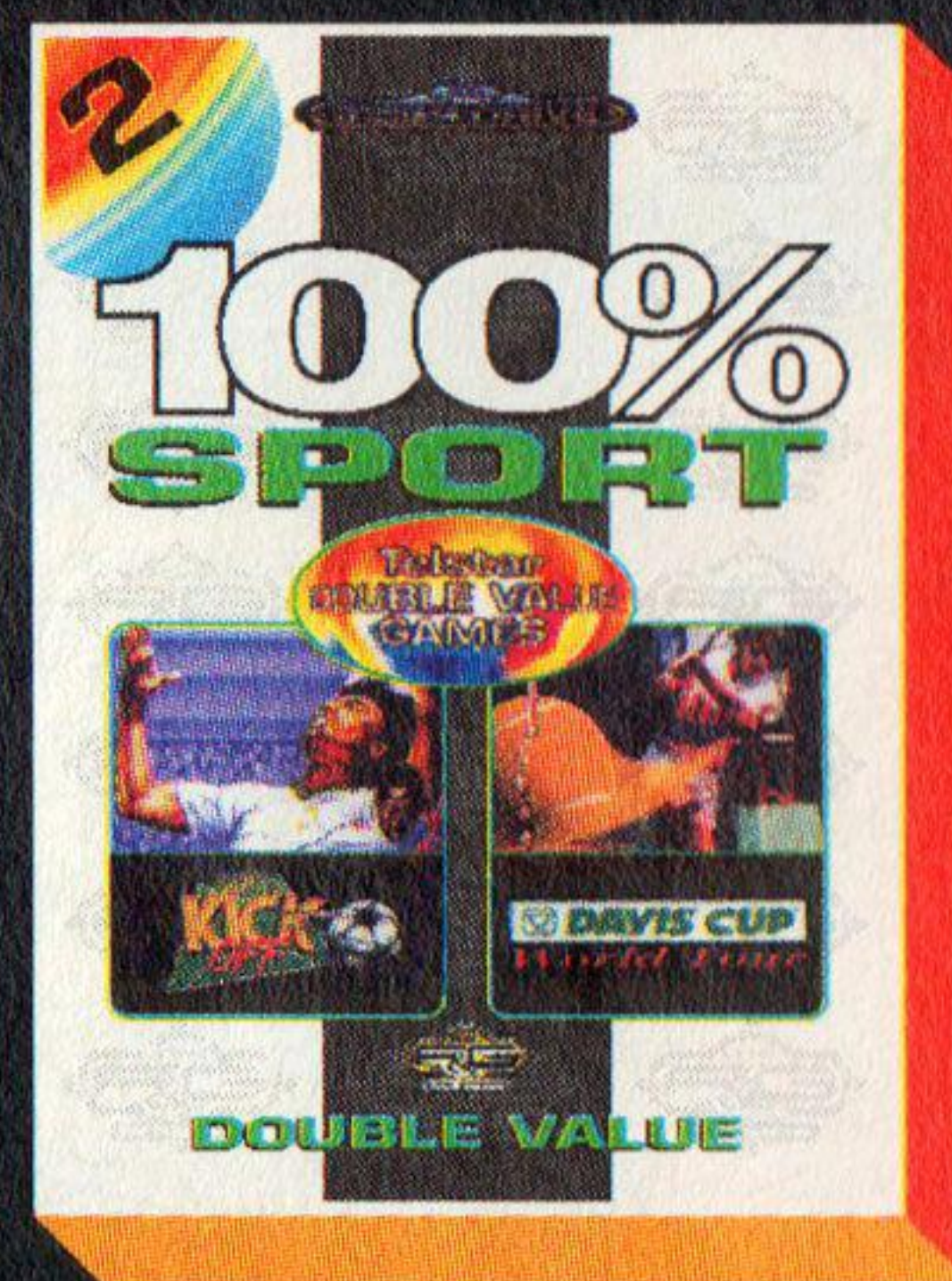
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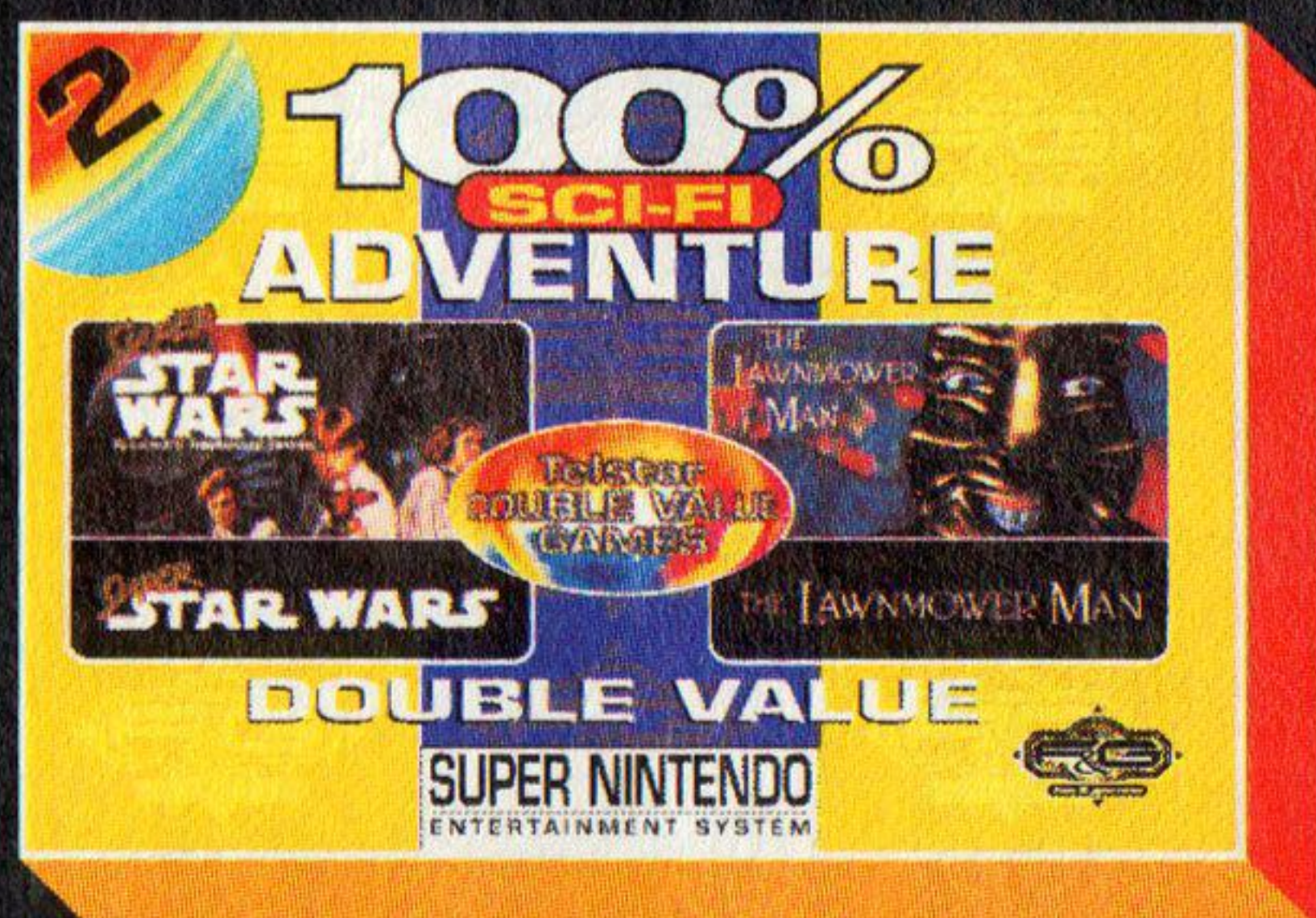


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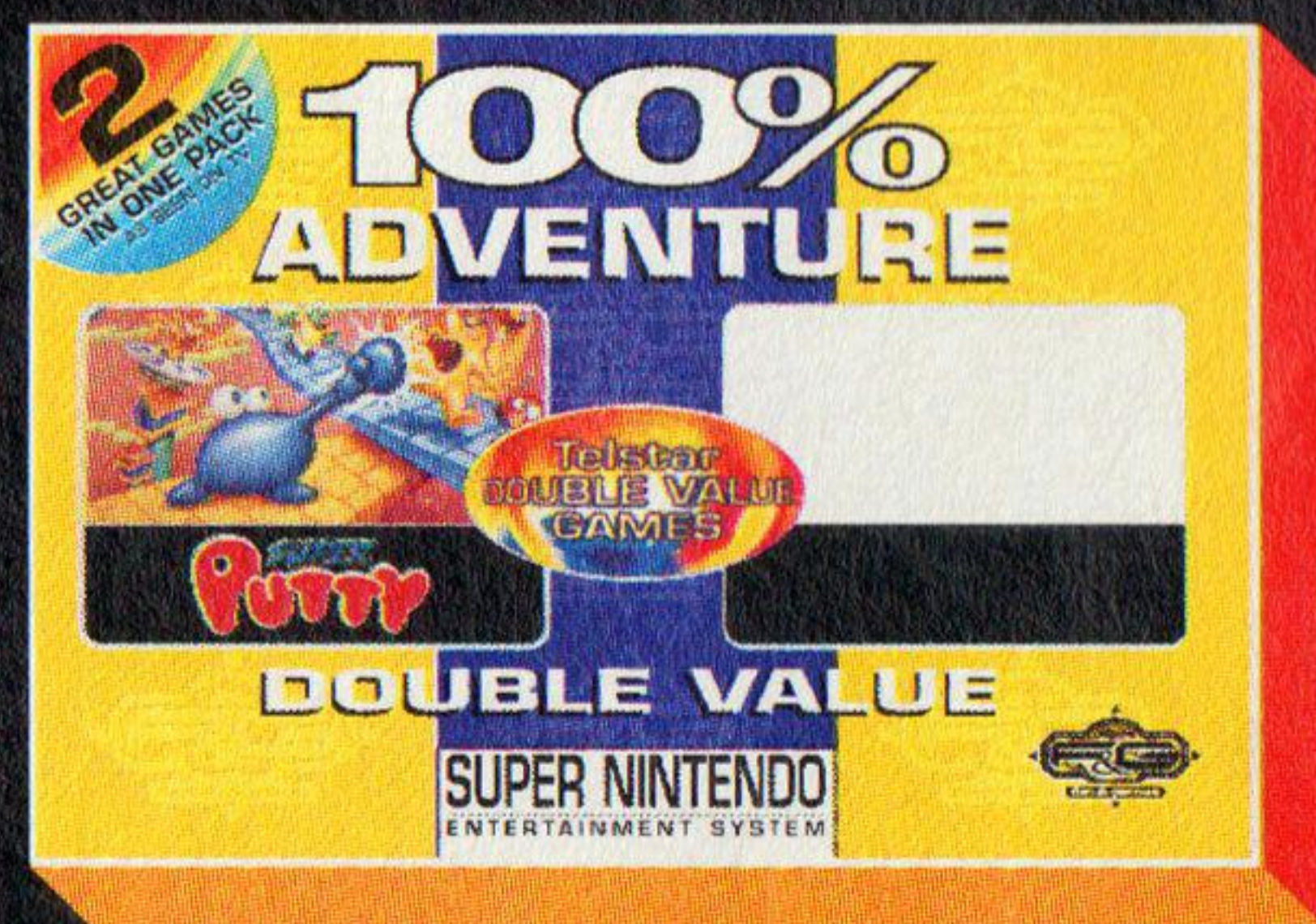


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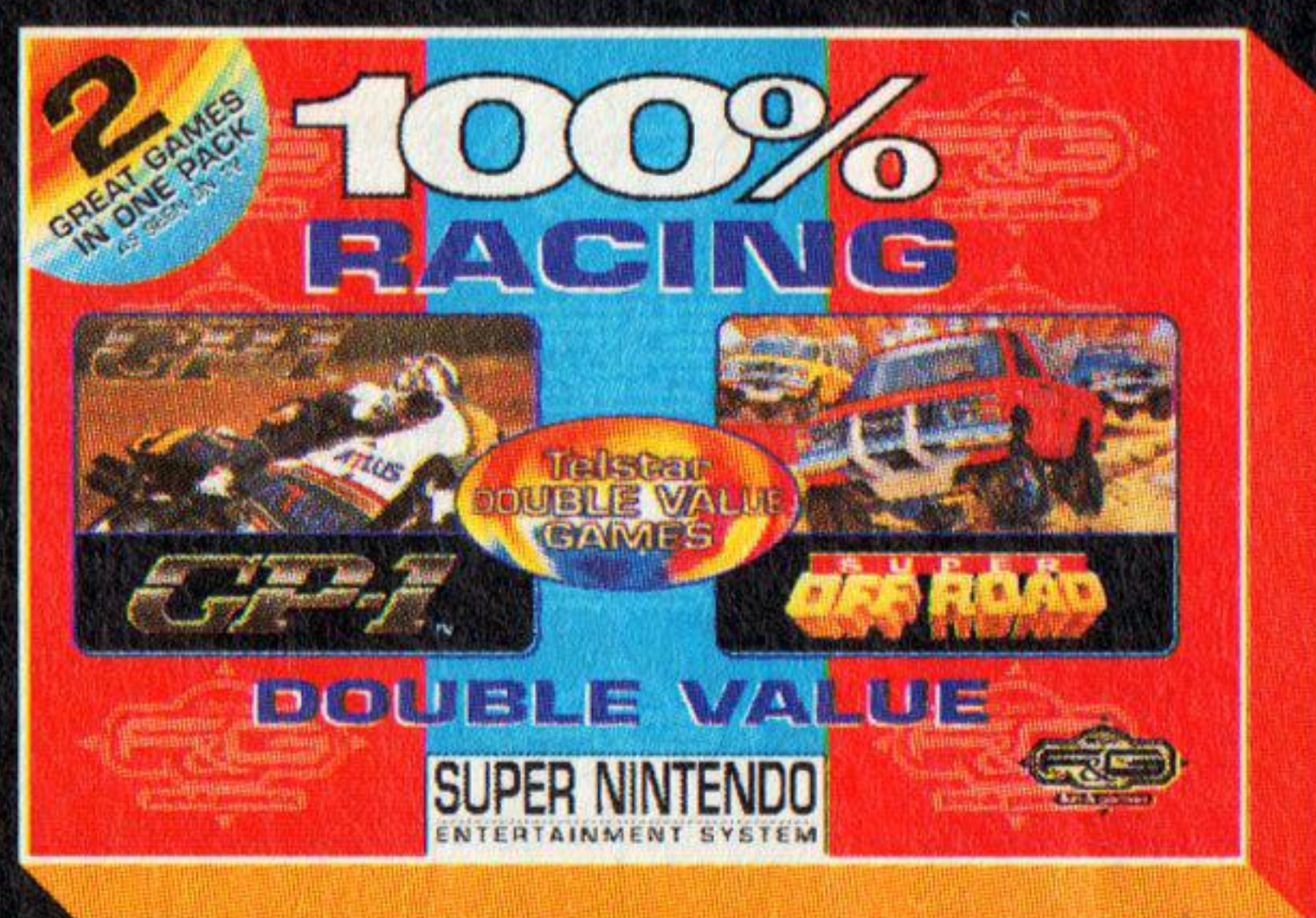
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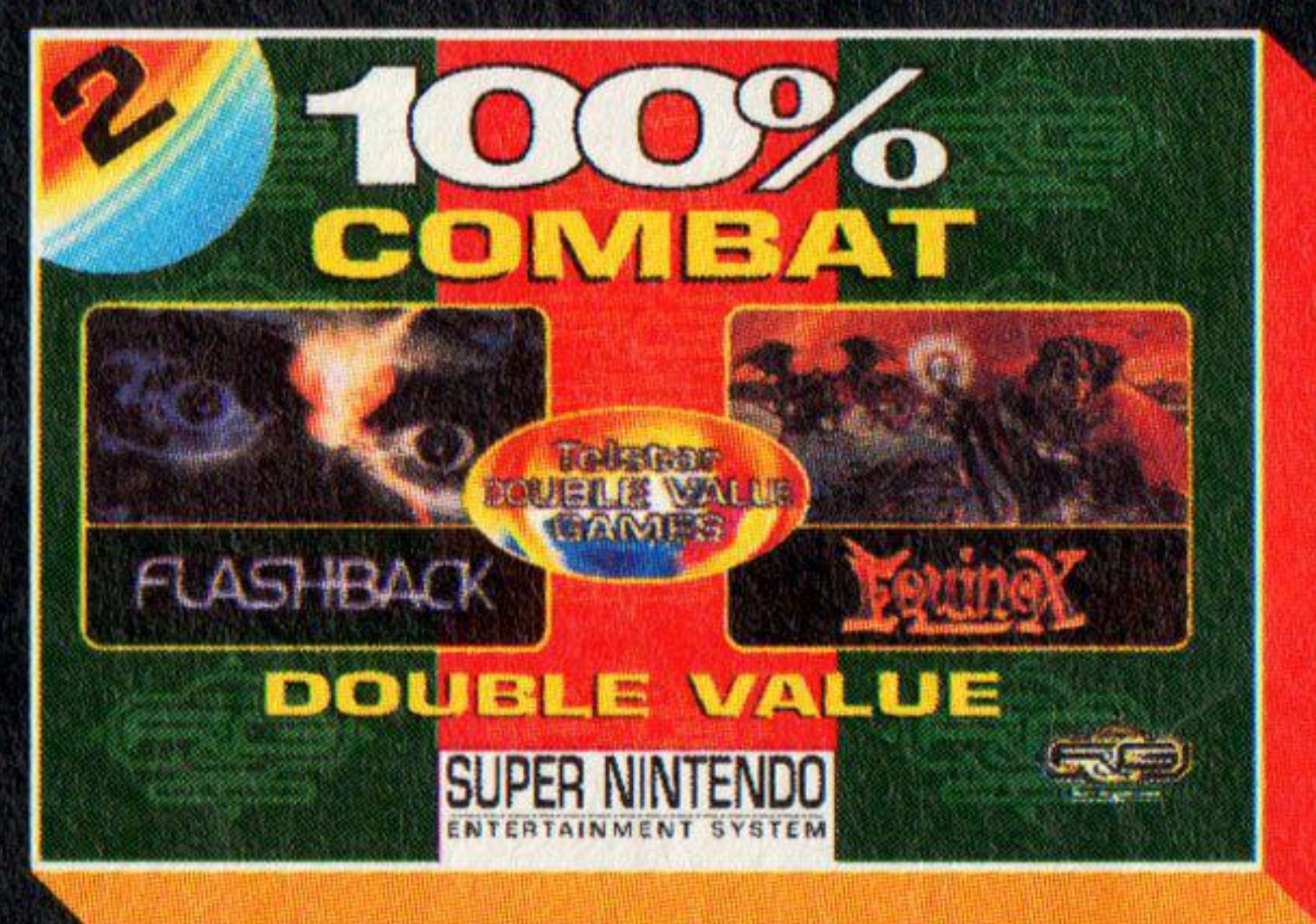
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DON'T MISS OUT - GET 'EM BEFORE YOUR FRIENDS DO



Also available - Zool/James Pond III; Sonic 2/Bubsy; EA Doubleheader/Lotus Turbo Challenge 2; Global Gladiators/Micky & Donald

POWER RANGERS

TOTAL!
SNES REVIEW

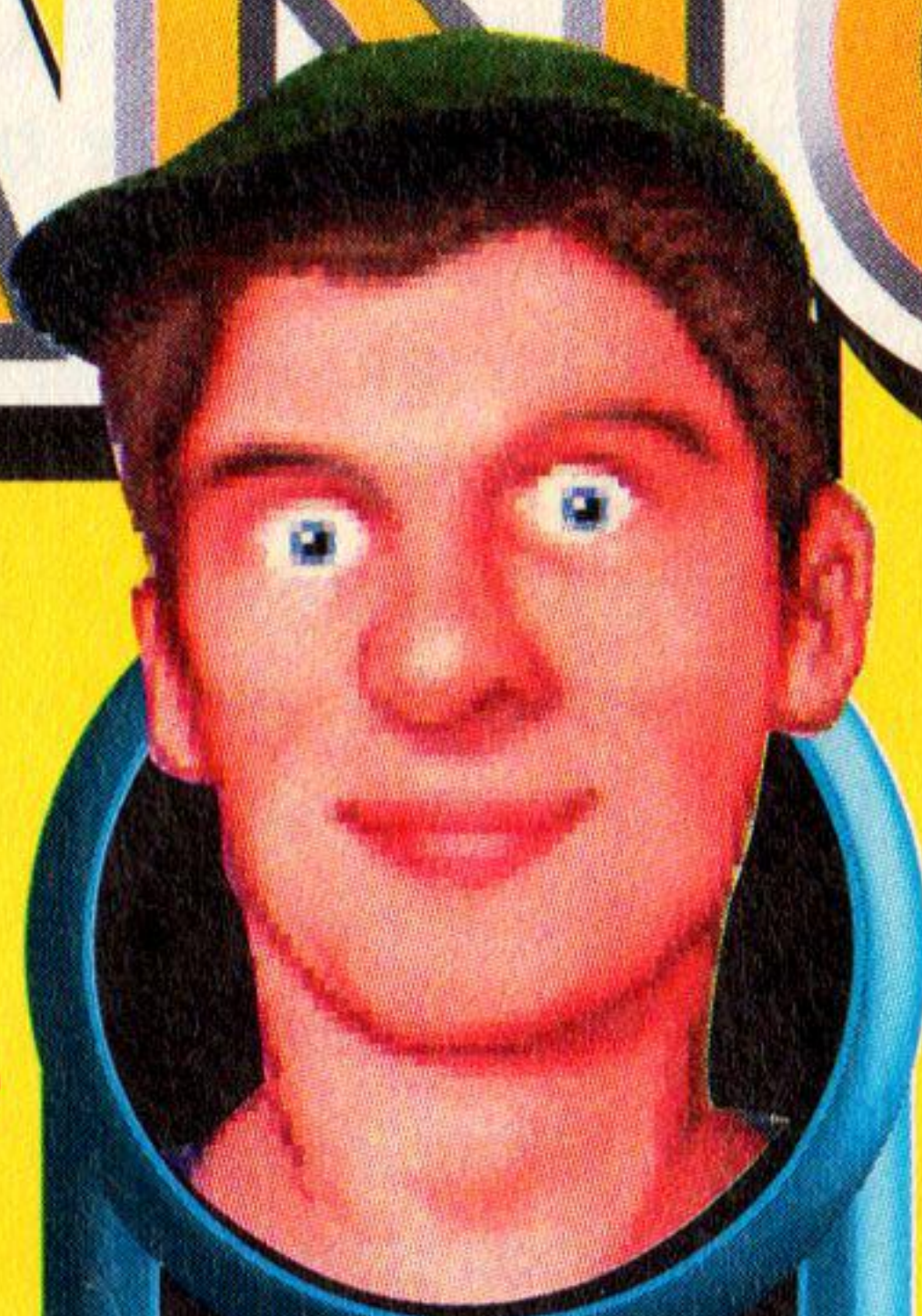
Here's a grey one. He only needs to be hit once. Loser!



Left: Did you slip something in my drink?

Reach the hidden hit-'em-with-brollies level.

Atko's always wanted to have complete control over five teenagers in Lycra pants. Has his dream come true?



PLAYERS:
1-4
FROM:
OCEAN
PRICE:
£50
RELEASE
JUNE

Perhaps you're a Power Rangers fan. I'm sorry. If you're not, you've probably stopped reading so I won't bother explaining this cheesy TV phenomenon.

You take on the role of one of the five teenage Power Rangers – Zack, Trini, Billy, Kimberly and Jason – and battle through hordes of foot soldiers before meeting the evil Rita Repulsa in this foul item – a shoddy platform beat-'em-up of the most disgusting order.

The enemies are such that their intelligence is colour coded.

Grey baddies take one punch to die, purple baddies two punches and so on, I don't want to spoil it for you.

Your range of moves is limited to simple punches and kicks, the graphics don't even look 8bit and I've heard better sounds in church.

POWERS
The intro is okay I suppose

COWERS
It's pump!
Pumpety,
pump, pump,
pump!

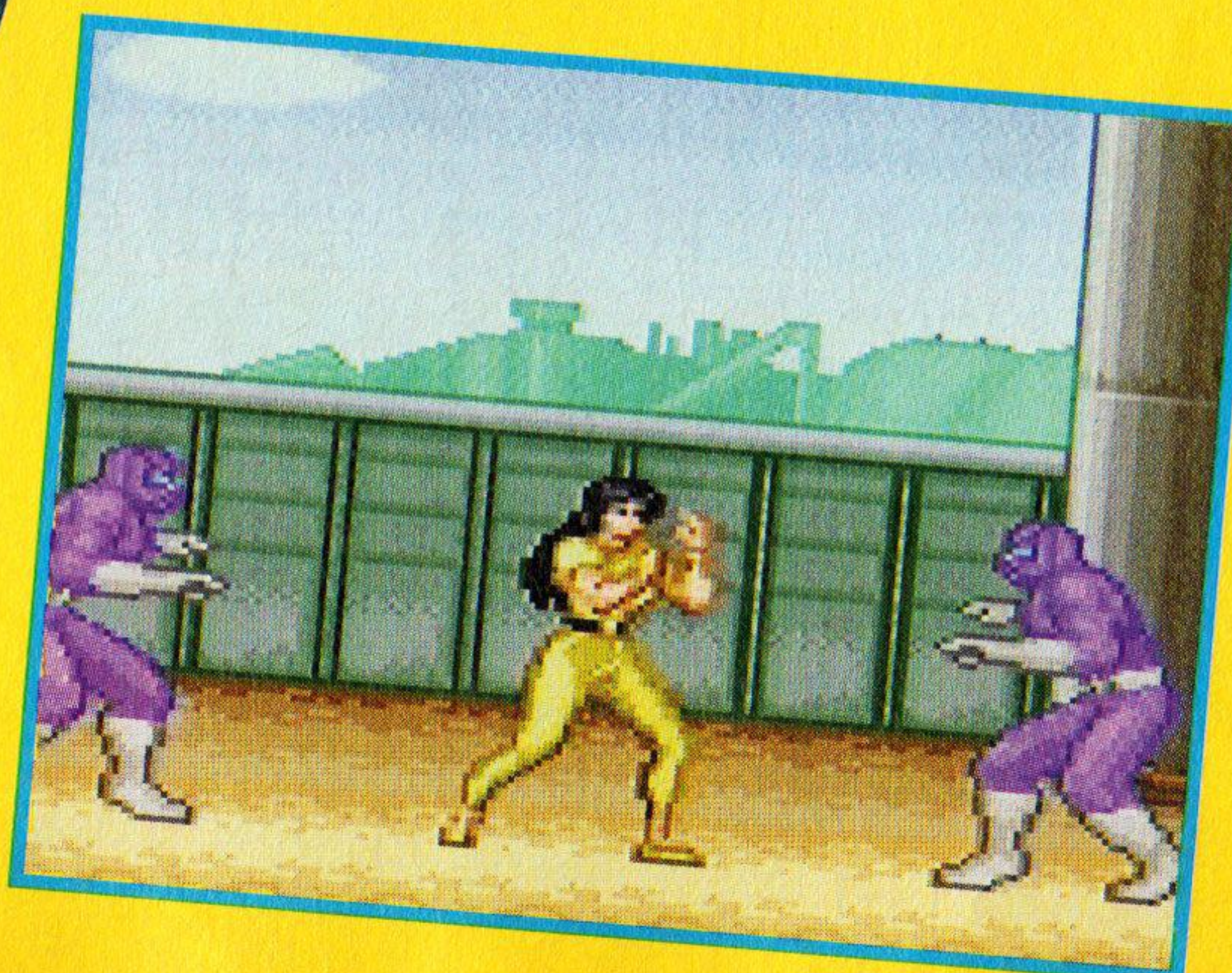
Overall, this is a tedious cash-in on the current Power Rangers craze – the same goes for the offensive Game Boy version that we gave a measly five percent to last month. It'll probably sell well if only because every other Power Rangers toy has already sold-out until next year. Be warned!

Make sure that your parents don't buy you this for Christmas. Put TOTAL! down, find your Mum and tell her you no longer like Power Rangers. Be thankful – I've just saved you from a pile of cack. **ATKO**

T!



The baddies are so good mannered, they only attack you one at a time.



"Why cross genres like this? It's stupid!"



LINDA SAYS...

This is a God-awful platform beat-'em-up. I'd stick to one genre. If you want a platformer check out *Donkey Kong Country* or *Earthworm Jim*. If it's a beat-'em-up you're after, it's got to be *Mortal Kombat II* or *Super Street Fighter II*. You decide.

GRAPHICS

Purists may argue that the utterly cack looks are a fair representation of the TV show

3

SOUNDS

The CIA could use this soundtrack as an interrogation device. Dreadful!

2

GAMEPLAY

Punch, kick, walk along a bit, punch, kick, walk along a bit, take out the cart and bin it

2

LIFESPAN

This'll last you about as long as an egg in a microwave on full power

2

TOTAL! JUDGEMENT

"Simply put, this is a ghastly, offensive, terribly unpleasant, loathsome, vile, low-down sprawling, ugly mess"

TOTAL!
SCORE

18

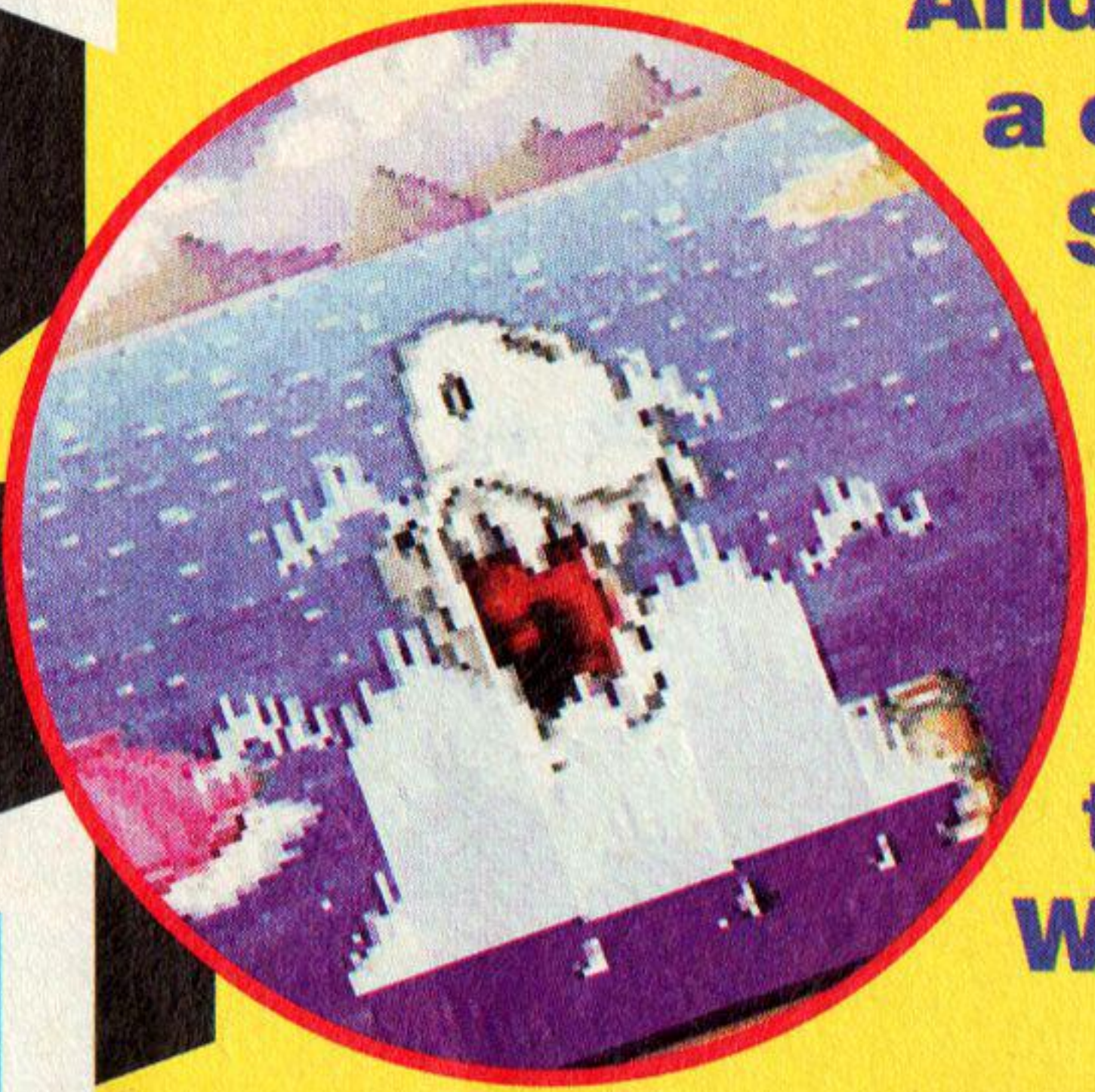
ANIMANIACS

TOTAL! SNES REVIEW

Below:
The Fantasy Studio.
Hence the water-dog.



Andy Dyer has a cat phobia. So he's trying to confront his fear by taking on three pussies at once. What a helluva guy!

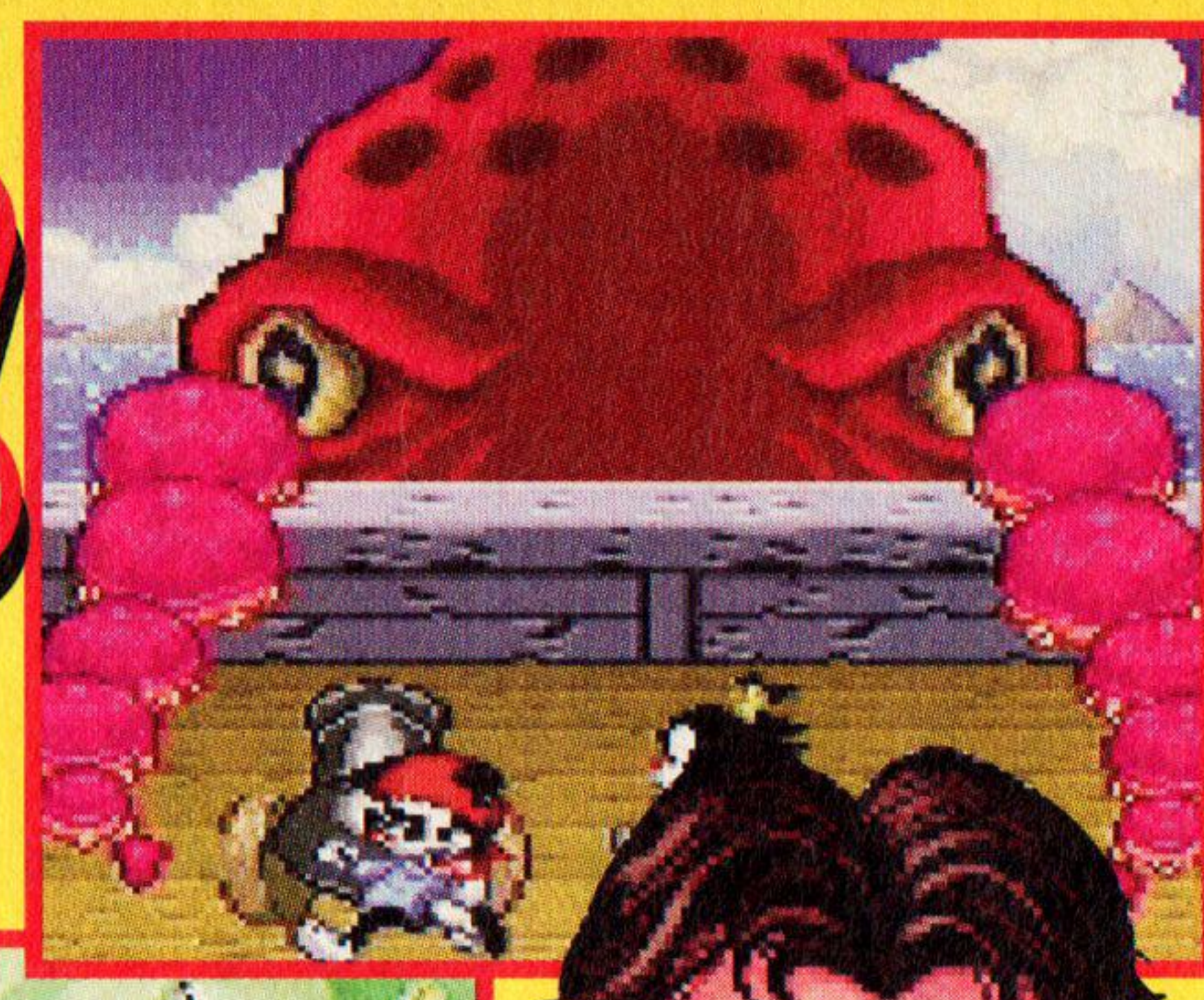
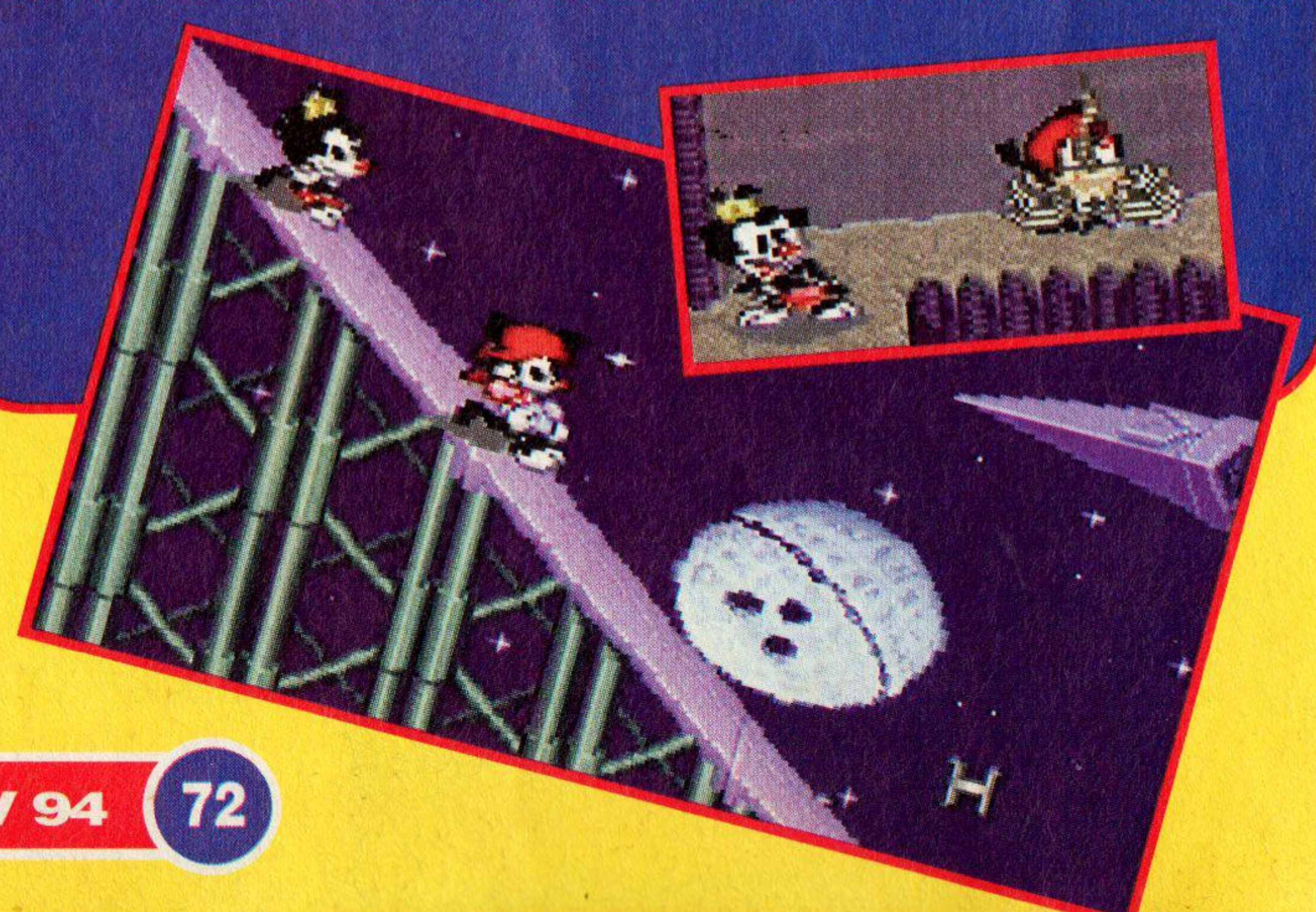


CARTOONS
Great looks, surprisingly testing game-play

That Animaniacs cartoon eh? It's a laugh. That theme tune... "We're Animaniacs, we got great big baggy cacks, la-la-la... um, something da-da-deee-daa." But no, it is funny though. Because they always do sort of rip-offs of films and stuff, like those three gangster pigeons, the Goodfeathers. That's based on the Martin Scorsese film The Last Temptation of, um, well, it was that one with Harvey Kettle in it. (Your knowledge of films is equalled only by a drunken fish's ability to run a three minute mile on dry land. Josse)

Barry Norman's Bit

So then, Mr Spielberg, purveyor of slick, if somewhat shallow, movies is bringing Animaniacs to the small screen. And... why not? Which brings me, rather neatly I thought, onto the myriad movie sources from which this game draws. Take a look at the screenshots and I'll be back after the break when I'll be, rather neatly I thought, and why not, well, doubtless the oscars will be a breeze, and why not, but, neatly, tragic demise of British cinema, Mr Spielnot, neatly, Cannes Film Festival, which,... FZZZZT!
(Oh no, the Barry Norman-o-tron is on the blink again. Josse)



Left: Octopus trouble? Then you need a trusty Cannon.

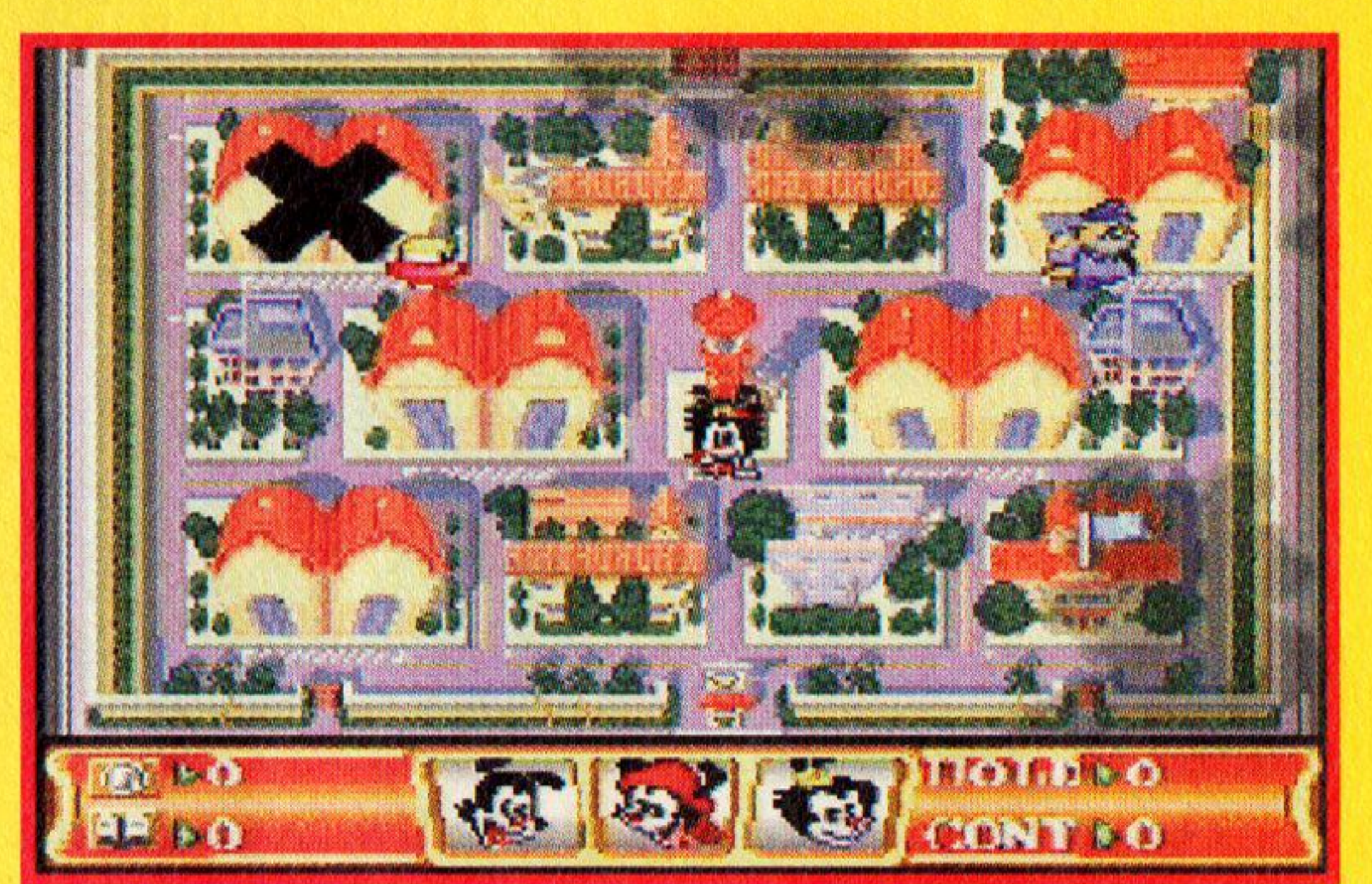
But, but, the point is, the cartoon is a right laugh and thankfully so is the game. The animation is funny enough, but all the TV favourites are in there too, and many of the levels are skits on real films and shows just like the cartoon.

So, funny it may be, but is it fun? Well, yes. In a painful sort of "I've been on this level for three bloody months and I still haven't reached the end" sort of a way. This isn't a criticism. Sometimes the game is difficult to the point of nobbing you off, but by and large this difficulty is a good thing.

Essentially, despite the fact that the passwords and restart points could have been more kindly placed, the person who perseveres will discover a delightful game which fully exploits the TV licence, and is chocka with neat and varied game challenges which sit neatly inside a loose platform framework.

BUFFOONS
Sounds are grim, and it'll only appeal to a limited audience

PLAYERS:
ONE
FROM:
KONAMI
PRICE:
£49.99
RELEASE
DEC



The map screen. From here you have to visit each of the locations while avoiding the cop.

GRAPHICS

The animation is superb, and the humour of the TV show has been perfectly captured

8

SOUNDS

Surprisingly average. The theme tune grates and the effects are merely adequate

7

GAMEPLAY

A typical Konami game - it's stylish, original in places and full of challenge

9

LIFESPAN

Think of something slightly harder than a particularly solid diamond. okay?

8

TOTAL! JUDGEMENT

"Has all the classy gameplay of a typically good Konami game and then there are all the hilarious TV show tie-in on top. A right royal hoot!"

TOTAL! SCORE

89

BRAINIES

TOTAL!
SNES REVIEW

PLAYERS: ONE
FROM: TITUS
PRICE: £39.99
RELEASE:
OUT NOW

Andy gets so confused by this puzzle game that his special peril-sensitive boxer shorts explode!

The most puzzling thing about this puzzle game is the title screen. First of all a bit of girly leg appears, then a bit of girly chest materialises and then, just when you think you're going to see something really rude, a snarling tomato (with size 12 feet and a sombrero) leers at you like some left-over from the *Power Rangers*. As utterly crap software house

"A decent puzzle game, but it's no *Bomber Man 2*"

JOSSE SAYS...

Puzzle games aren't everyone's cup of herbal tea, but if nothing else, it's a good idea to have a game or two like this lying around to whack in the SNES when a parent's on the prowl. *Super Bomber Man 2*'s quite similar and a lot more fun, so go out and get that, instead.

STRAINS
Can get frustrating

'gags' go, this is the stupidest joke I've ever had the misfortune to witness. But what of the game? Well, it's a puzzle game in which you guide a load of furry tomatoes to colour-coded pads. To make life a bit harder, these tomatoes can only travel in straight lines (they are vegetables, after all) (Eh? Josse) and will only stop if they hit something. This means that to guide a 'Brainie' to his base you have to think in a distinctly lateral manner.

To get you into the swing of things, the first five puzzles are so easy that a real tomato could probably do them. Thereafter, life gets a bit more difficult, as you've got to carefully position each Brainie in exactly the right spot to enable the other Brainies to stumble into them and therefore change directions. It's sort of like playing table tennis on the moon – deeply frustrating and not a little bit stupid.

Brainies isn't the next step forward for console-kind, it's more of an awkward shuffle sideways. It's a fun little game which requires supreme amounts of thought and copious volumes of luck. The graphics and sound are almost irrelevant, which is just as well as they're a bit crap. I can't imagine that your average beat-'em-up fan will be too interested in this game, but if you've got more than two brain cells to rub together then you'll undoubtedly love it.

ANDY

T!

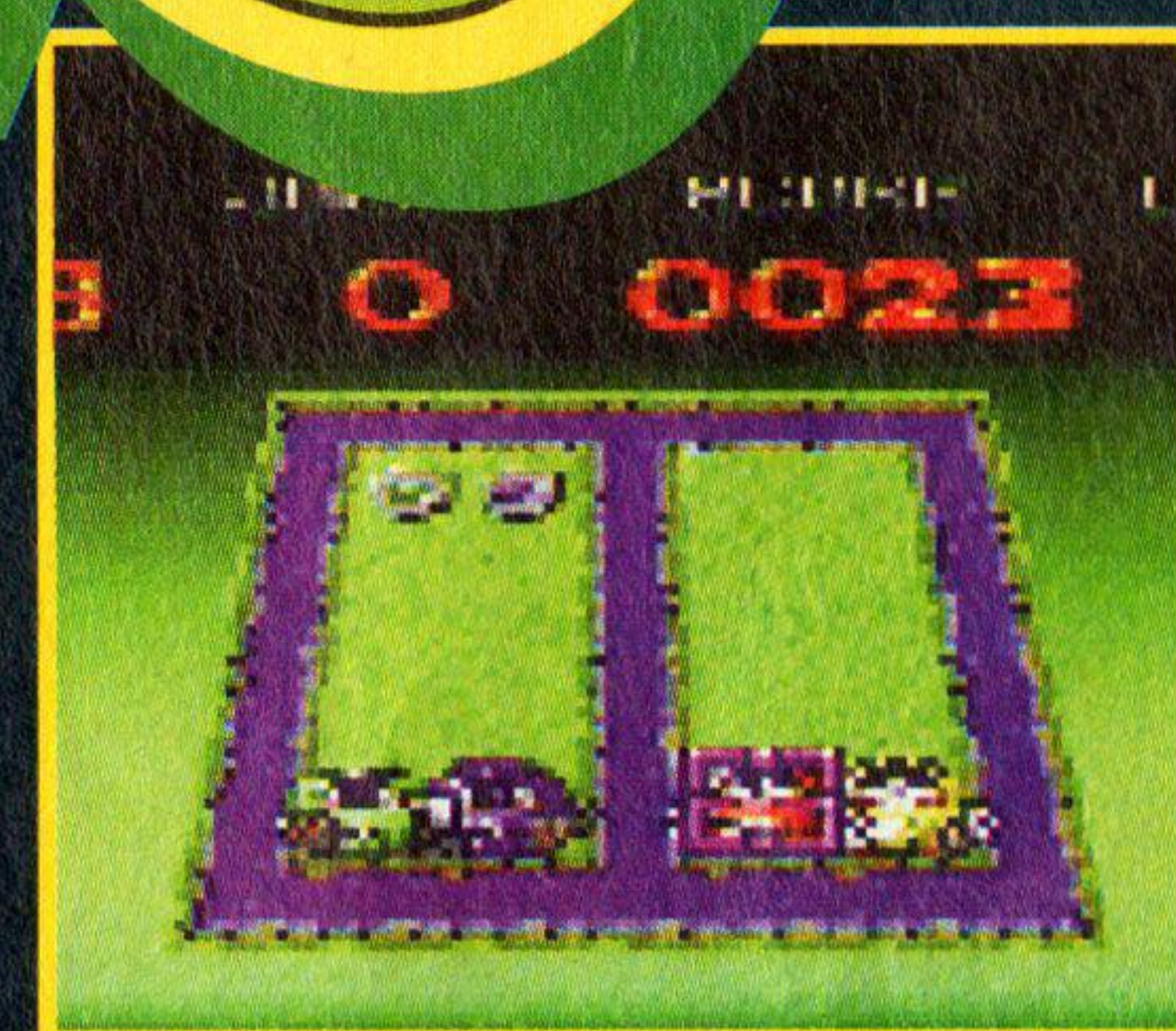
The game view makes it feel a little like *Snake, Rattle 'n' Roll*. Which is a good thing.



Strangely, this level is exactly the same shape as the TOTAL! office.



This level, you might think, is dead easy. And you'd be right, because it is.



GRAPHICS

They're a bit knobby, but you do get three choices of view-point

5

SOUNDS

They're a bit knobby, but at least you get the choice of turning them off

6

GAMEPLAY

No special moves, but there's plenty to stretch the old grey matter

7

LIFESPAN

I seriously doubt whether you'll finish it until someone prints the level codes

8

TOTAL! JUDGEMENT

"Don't be insaney, use your Brainie. Or, erm, if you don't like puzzle games, don't"

TOTAL!
SCORE

73

NICKELODEON

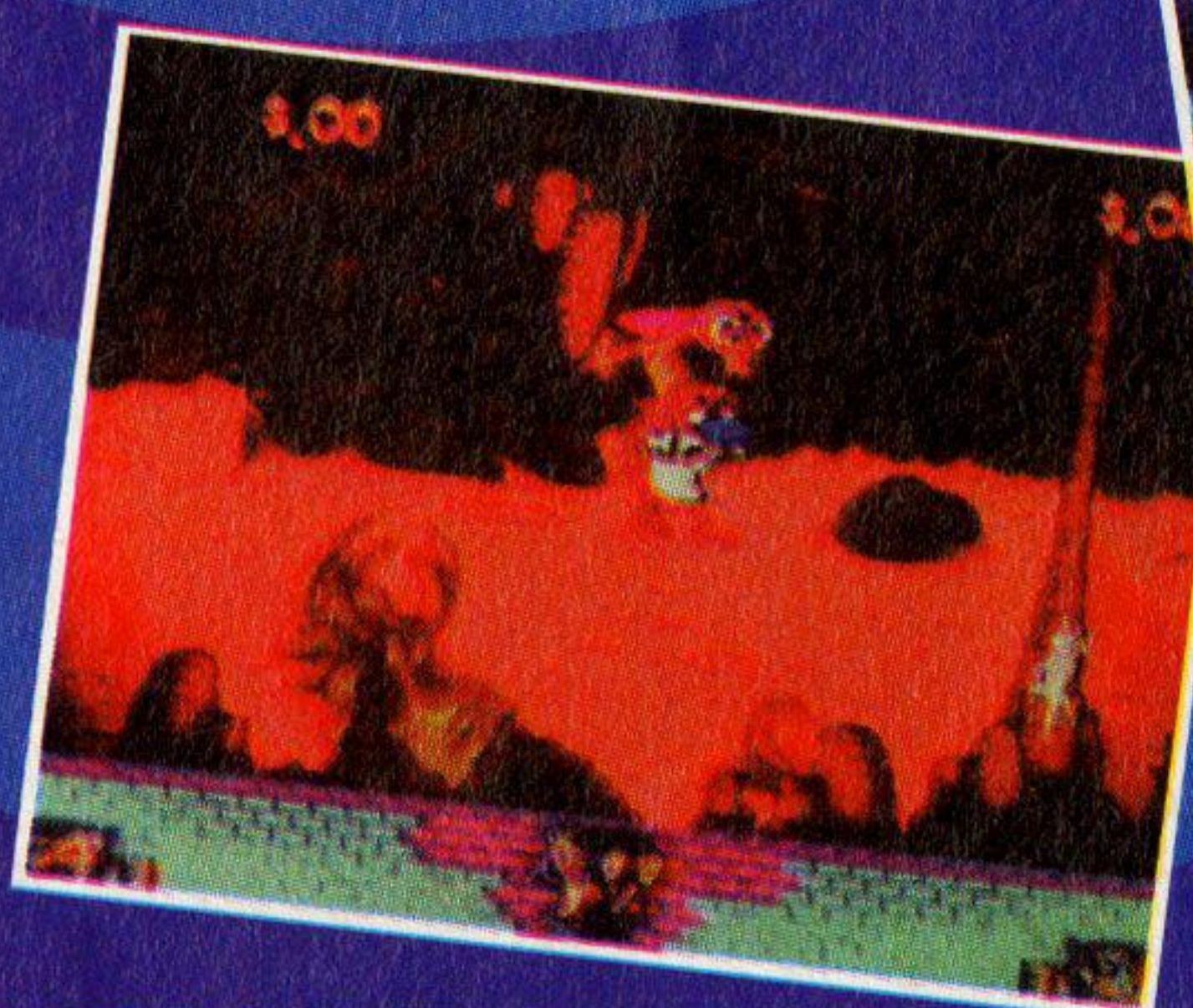
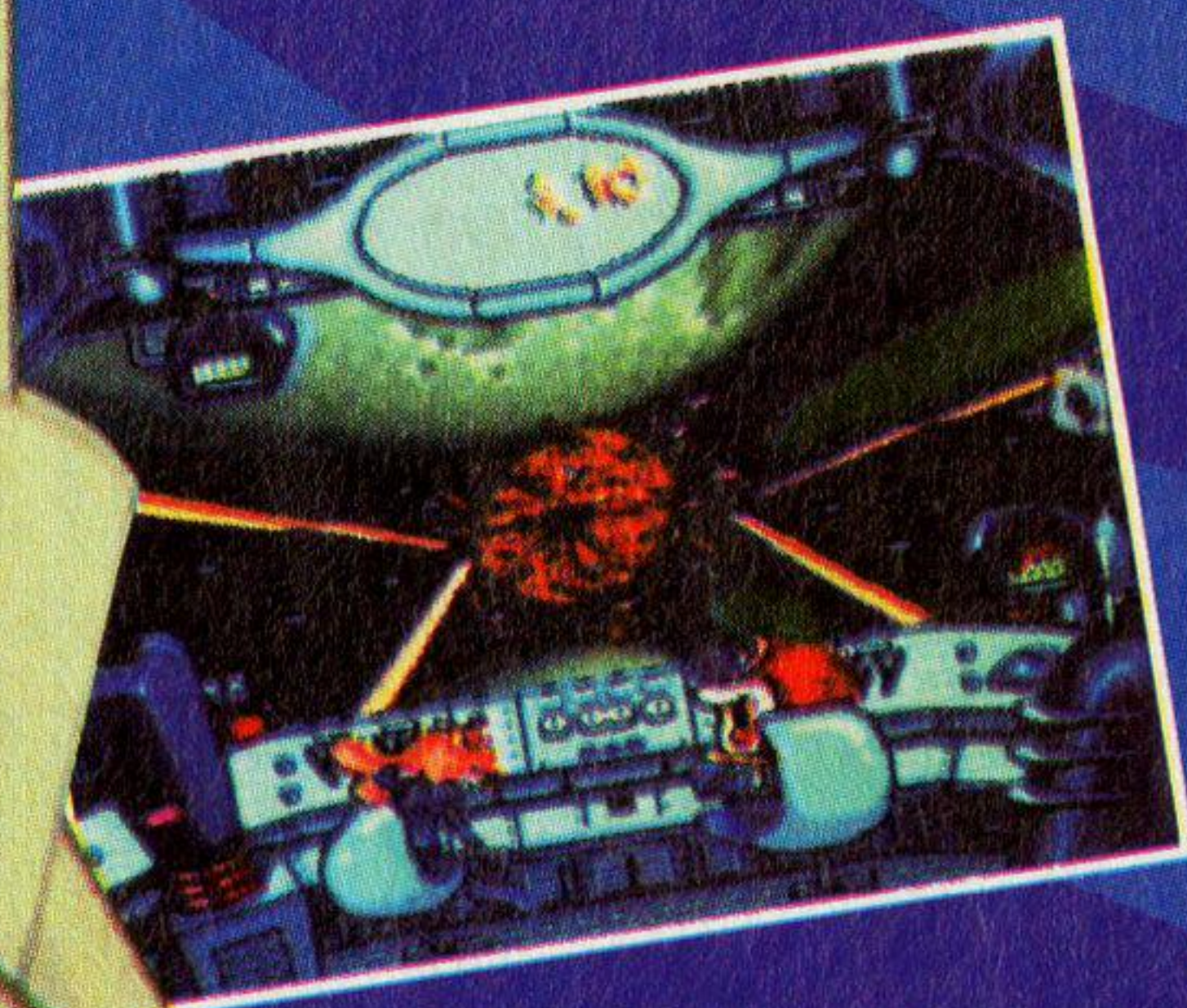
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TIME WARP

TRAVEL
BACK to the
FAR-FLUNG
REACHES OF
LAST WEEK!

"A LOT OF FUN, INCORPORATING HUMOUR, ACTION,
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SAMPLES. PLENTY TO DO ... PLACES TO SEARCH
AND THINGS TO FIND. HAPPY, HAPPY, JOY, JOY!"
NMS 84%

"THE ANIMATION IN THIS COOL GAME
IS OUT OF THIS WORLD ... ALL THE
CRAZINESS OF THE CARTOON SHOW
PERFECTLY CAPTURED. DEVELOPED
BY SCULPTURED SOFTWARE. MAN!"
GAMES WORLD



SUPER NINTENDO
ENTERTAINMENT SYSTEM



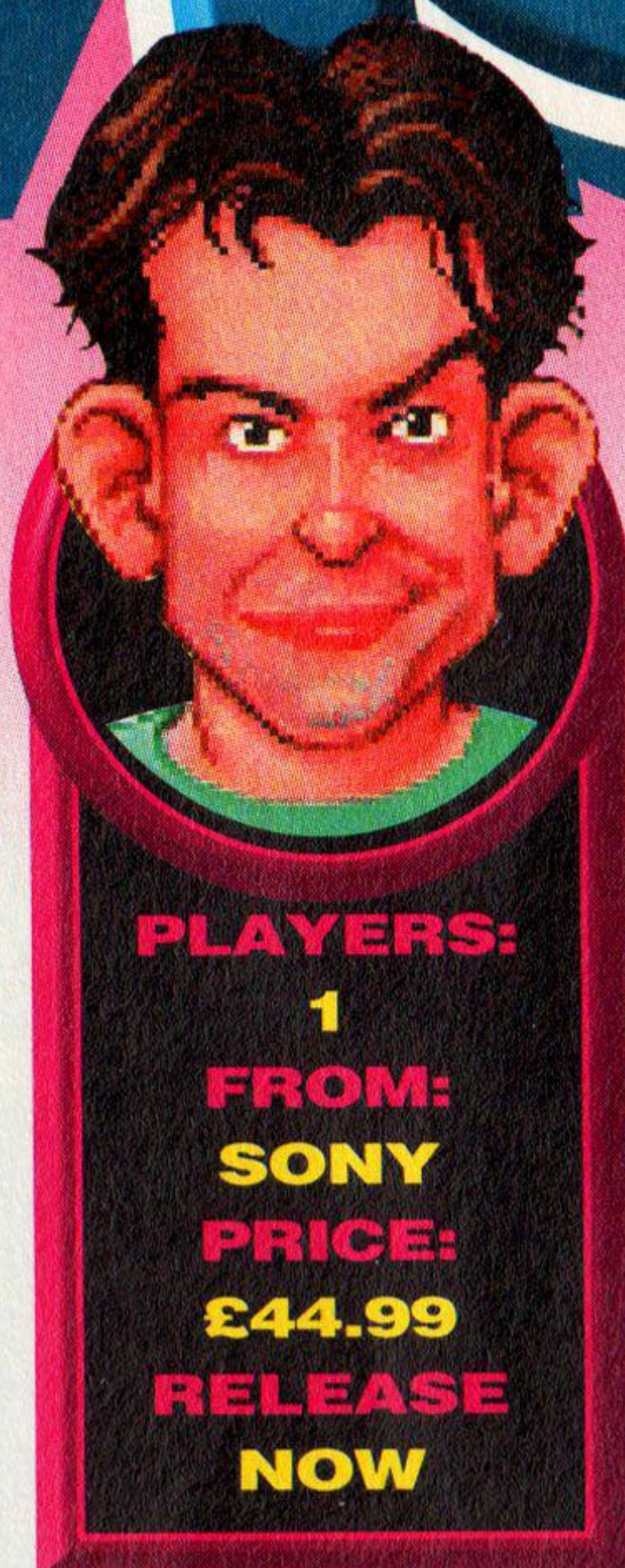
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SUPER MORPH

TOTAL!
SNES REVIEW

Andy Dyer presses all the right buttons, bounces up and down a bit then turns into a squelchy mess. What is he playing at?



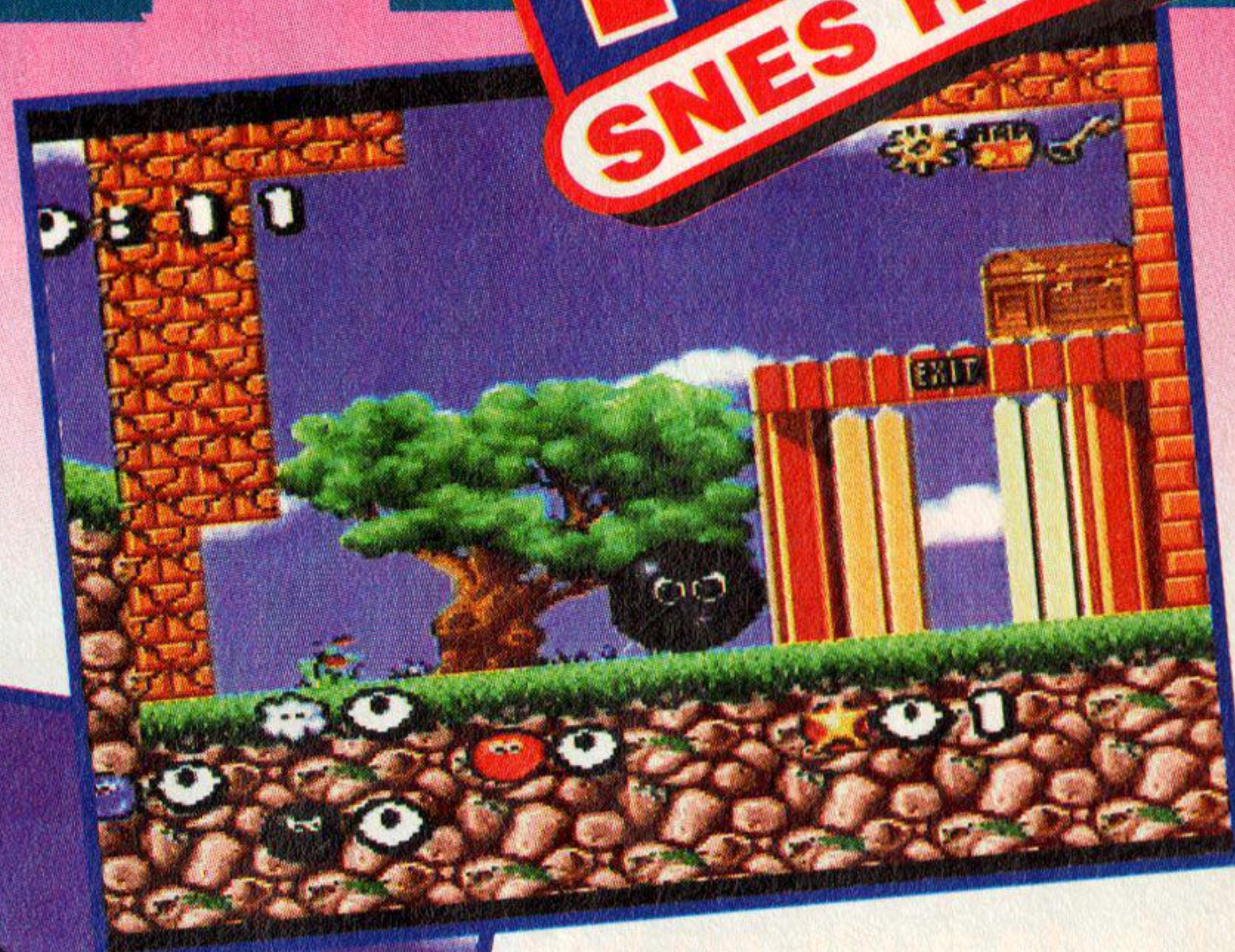
Let's face it, this game is never going to send the games-playing public into raptures of excitement in the same way something like *SFII* or a *Mario* game might. But occasionally it's nice to discover a quietly entertaining little title that's simply keeps you amused long after you should have switched off and gone to bed.

It's not perfect mind you. It is rather too annoyingly difficult at times and it's a bit repetitive, and there's no password system which is frankly unforgivable. But despite these flaws it's still very jolly.

The idea is to manoeuvre your little ball to the exit at the end of each level.



Above: Ball/block/slope type incident.
Right: Fluffy cloud situation.



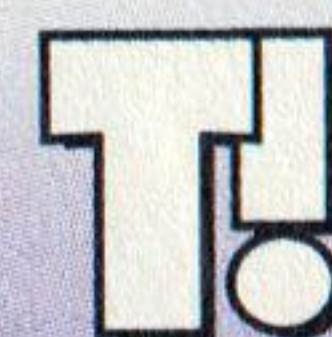
Above: Having negotiated the whole of the level, the black ball crashes to the exit.

Each level is a maze of traps and hazards which one little bouncy ball can't ever hope to get through. So what you can do is morph into an iron ball, a water ball and a cloud. By switching between these variants you can negotiate all the hazards (for example the iron ball can crash through walls and the water ball can drop through grilles).

However, you only have a limited number of morphs and there's a time limit too. It looks like a kids game but it's seriously tricky and requires heaps of thinkiness.

Like I said it's not perfect, but if you're getting narked off by all the regular beat-'em-ups, platformers and so on, this is a good change and should tantalise your grey matter into a lather of excitement.

ANDY



BLOBS
Colourful visuals and original puzzley game-play

NOBS
Puzzles could be more varied. No passwords? Yikes!

"This is okay, but *Lemmings 2* is better."



ATKO SAYS...

Yep, this is good enough, but it's not the sort of game you ought to be putting at the top of your Christmas list. *Lemmings 2*, while very different is a higher calibre puzzle game altogether, and much better value so my advice is to try that out instead.



Above and left: yet more morphing balls for you to feast your eyes upon. What a visual feast it all is.

GRAPHICS

Big and bold, and sort of nice-ish, but nowt special really. Young-looking

7

SOUNDS

Appropriate effects when you're bouncing and clunking around the place

7

GAMEPLAY

Curiously addictive and frustratingly tricky. And lack of passwords is a nightmare

8

LIFESPAN

Four sets of nine levels should keep you busy for some time, but you might get bored

8

TOTAL! JUDGEMENT

"By no means exceptional, but it has a quirkiness that should keep you gripped for quite some time"

TOTAL!
SCORE

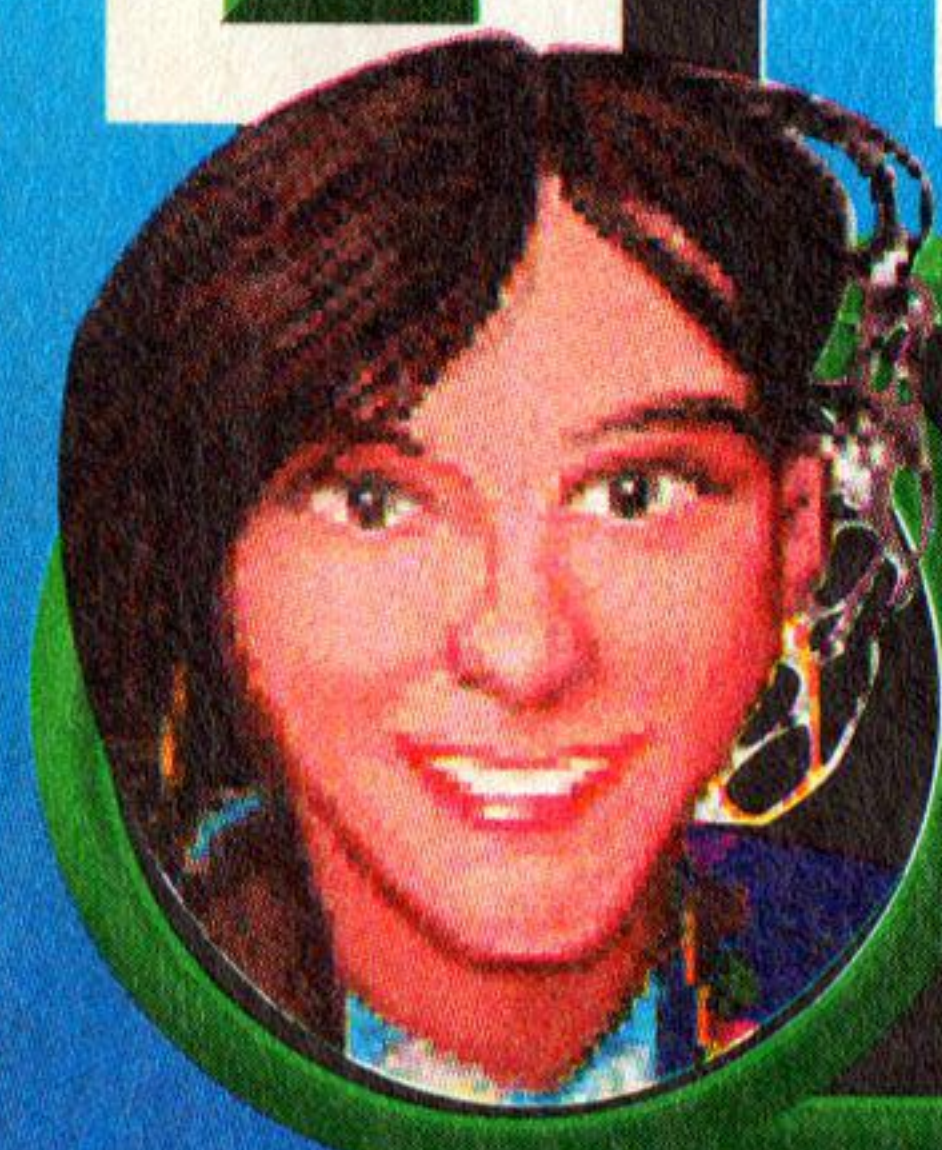
77

Mowgli eat your heart out! This is a proper jungle vine! Or is it a liana? Or is it just a piece of old rope? Whatever, this fella's making short work of it.

The moody atmosphere borrows from *Indy* and *Flashback*.

TOTAL!
SNES REVIEW

PITFALL 2



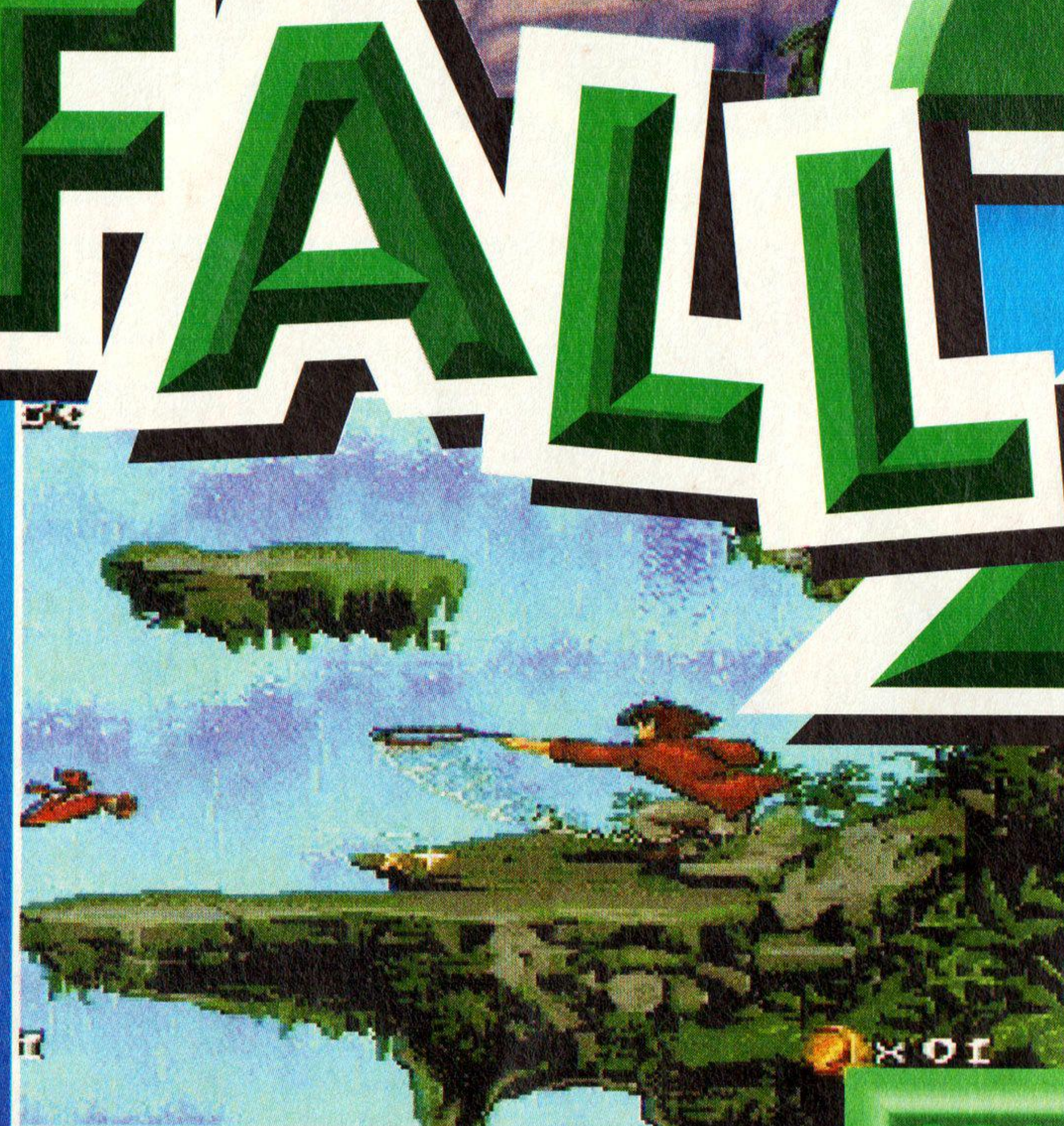
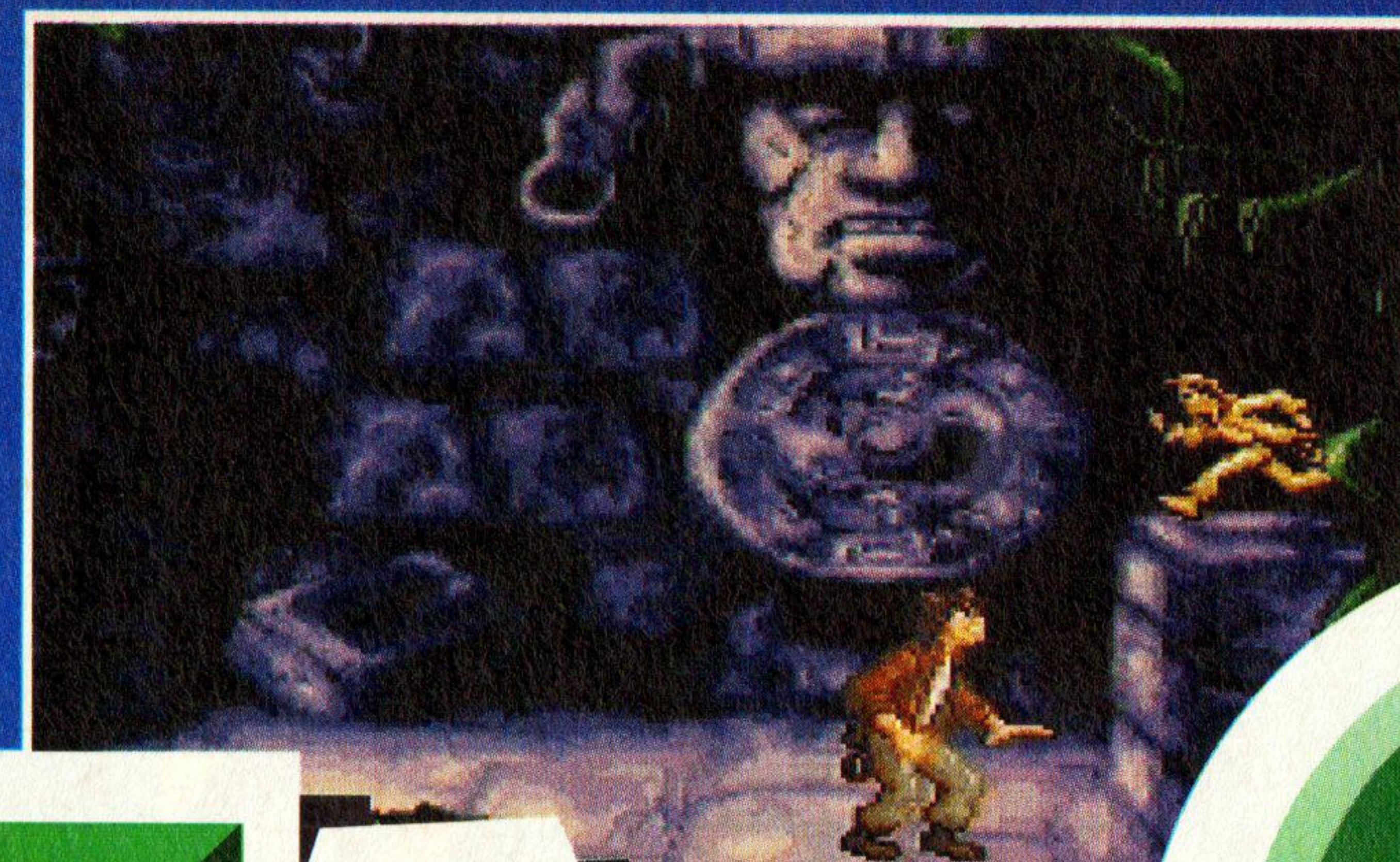
PLAYERS: ONE
FROM: ACTIVISION
PRICE: £59.99
RELEASE: DEC

Linda pulls on her fedora hat and greases her whip for a rumble in the jungle. Blimey!

Long, long ago, in a galaxy far, far away, on a console that was really, really old, there was a game called *Pitfall*. It was incredibly smart (despite the monstrously cack graphics and sound). Well, this being the 1990s, when absolutely everything gets recycled (and re-priced) *Pitfall*'s had a once-over for the new generation of gamers.

The idea of the game's simple. You're a sort of Indiana Jones geezer, blessed with amazing upper body strength, a large whip and the ability to fall 20 feet without so much as a bruise. You tootle around the Mayan jungle, seeking out treasure and avoiding creepy creatures, awful animals and terrible traps. Climb ropes (or are they lianas), leap chasms and destroy indigenous species. So basically, it's a platformer.

Stylistically *Pitfall 2* looks a lot like *Jungle Book*. The main character walks, runs, jumps, climbs and swings like Mowgli does, though fortunately he wears rather more than the skinny man-cub and



doesn't do annoying juggling tricks with bananas. It's also fair to say that this is a lot harder than *Jungle Book*, you'll really need to keep your wits about you in order to make some of the testing jumps in this game.

You'd be hard-pushed to beat the level of gameplay on offer here. There's loads of variety in terms of the terrain and the baddies and thankfully it's not always completely obvious which way you're meant to go.

Both the backdrops and the animation are splendid and the sound's chunky and unobtrusive. I'd like to recommend this game because of the spider's webs and the vine-swinging, pantaloons-swaying action, but most of all for the lumps of red snot on which our hero can bungee jump. Hurrah!

LINDA

T!

JUNGLES
Varied gameplay and scrummy animation

BUNGLES
Some of those leaps are a bit on the tough side

You won't catch any mussels there, mate! Ha ha aha ha ha! Nurse, nurse, my sides!

GRAPHICS

Sort of impressionistic with daring elements of the Rolf Harris school of art

8

SOUNDS

Monkeys howl, whips crack and boars stampede. What more d'ya want?

7

GAMEPLAY

"Phwoaaaaar! It's gurt lush!" As they say in the West Country. ie: Reet smart!

9

LIFESPAN

You won't be playing it in the year 3423, but you'll be dead by then anyway

8

TOTAL! JUDGEMENT

"Fun, funky, Tarzan antics with utter disregard for a rainforest's finely balanced ecosystem, man"

TOTAL! SCORE

85

TOTAL! TACTIX

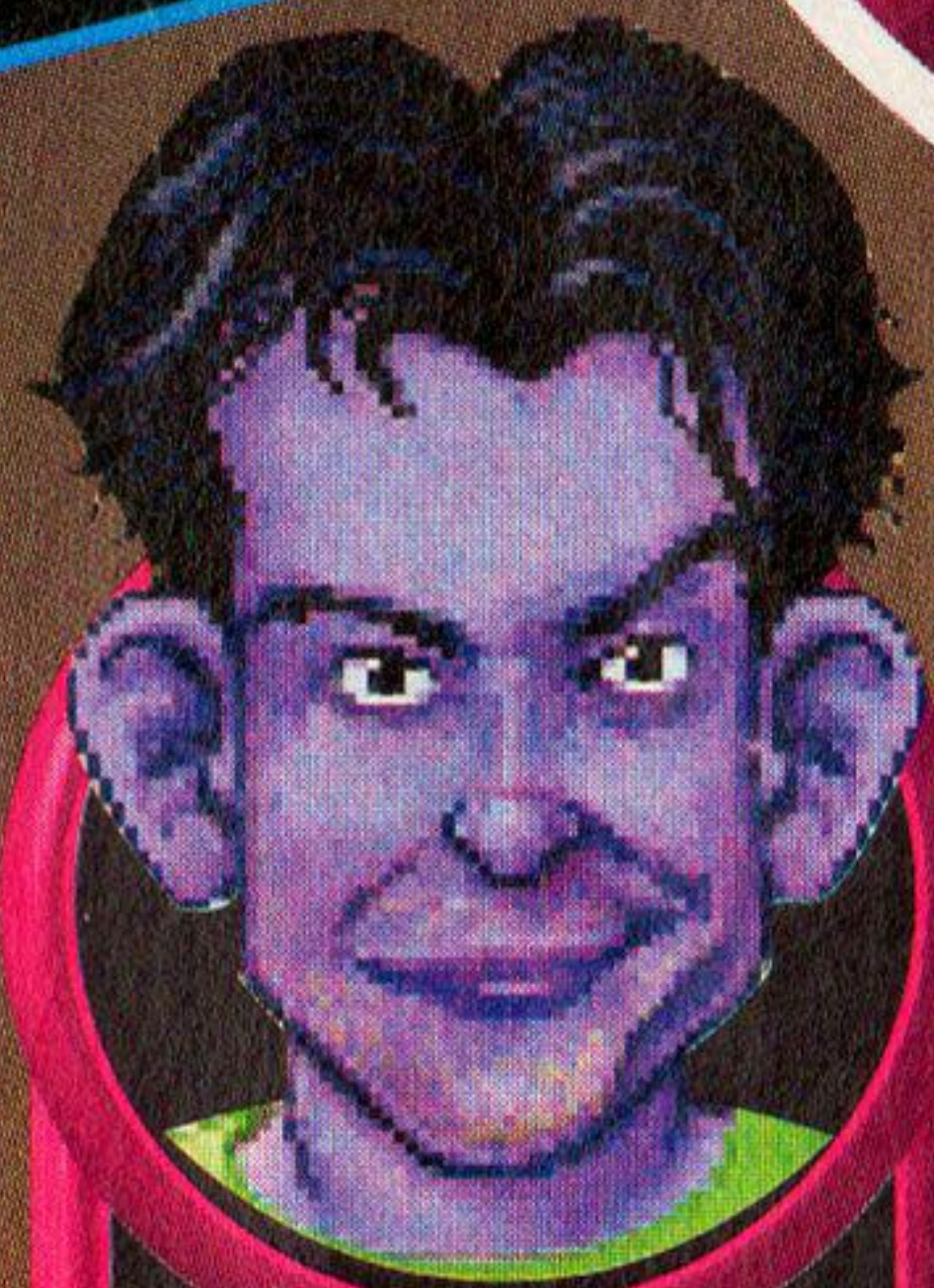
Whenever you can, stock up on bananas. These are really powerful weapons, which can knock out most of the bad guys with three hits. Save them up for the end-of-level baddie and you'll breeze your way through the game.



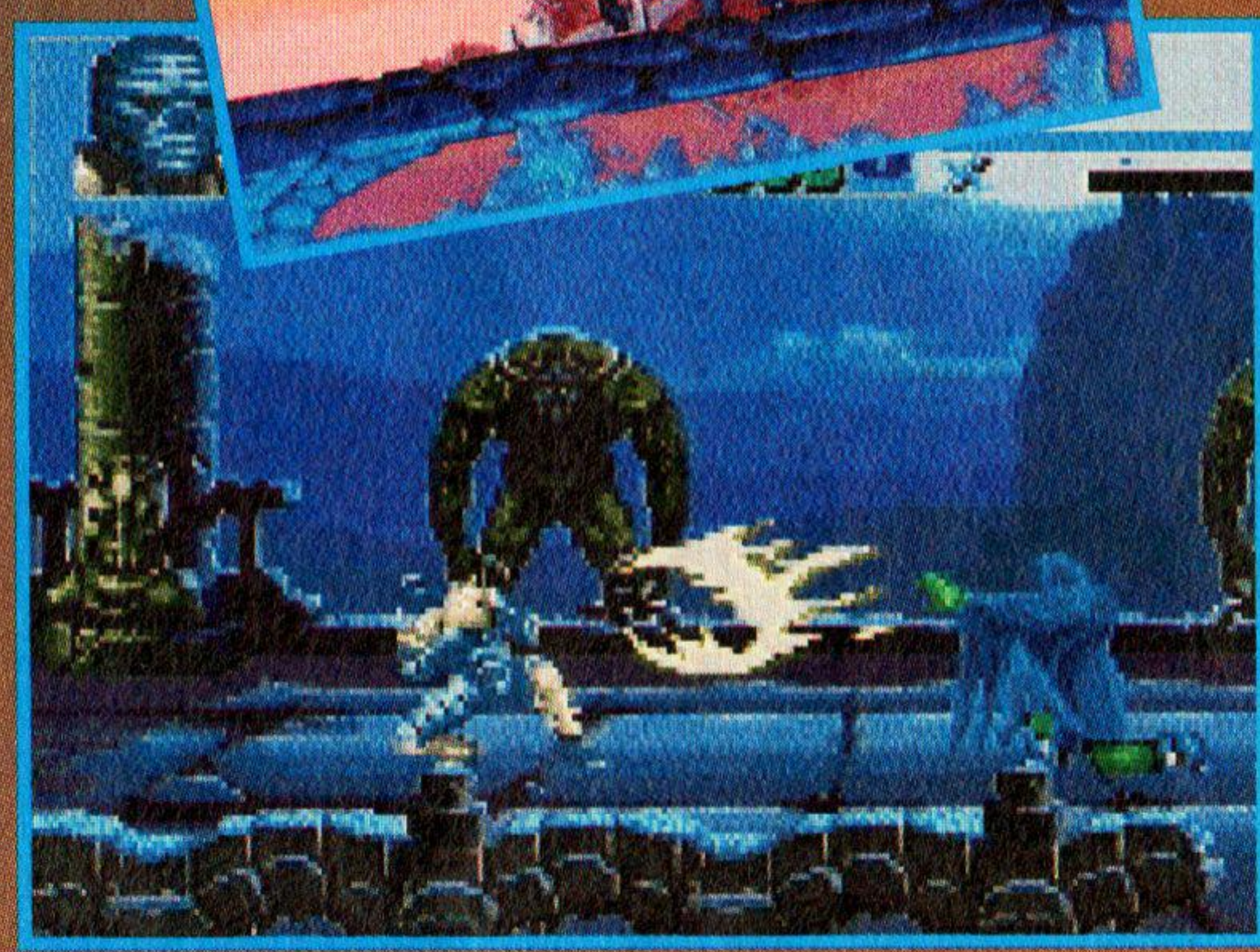
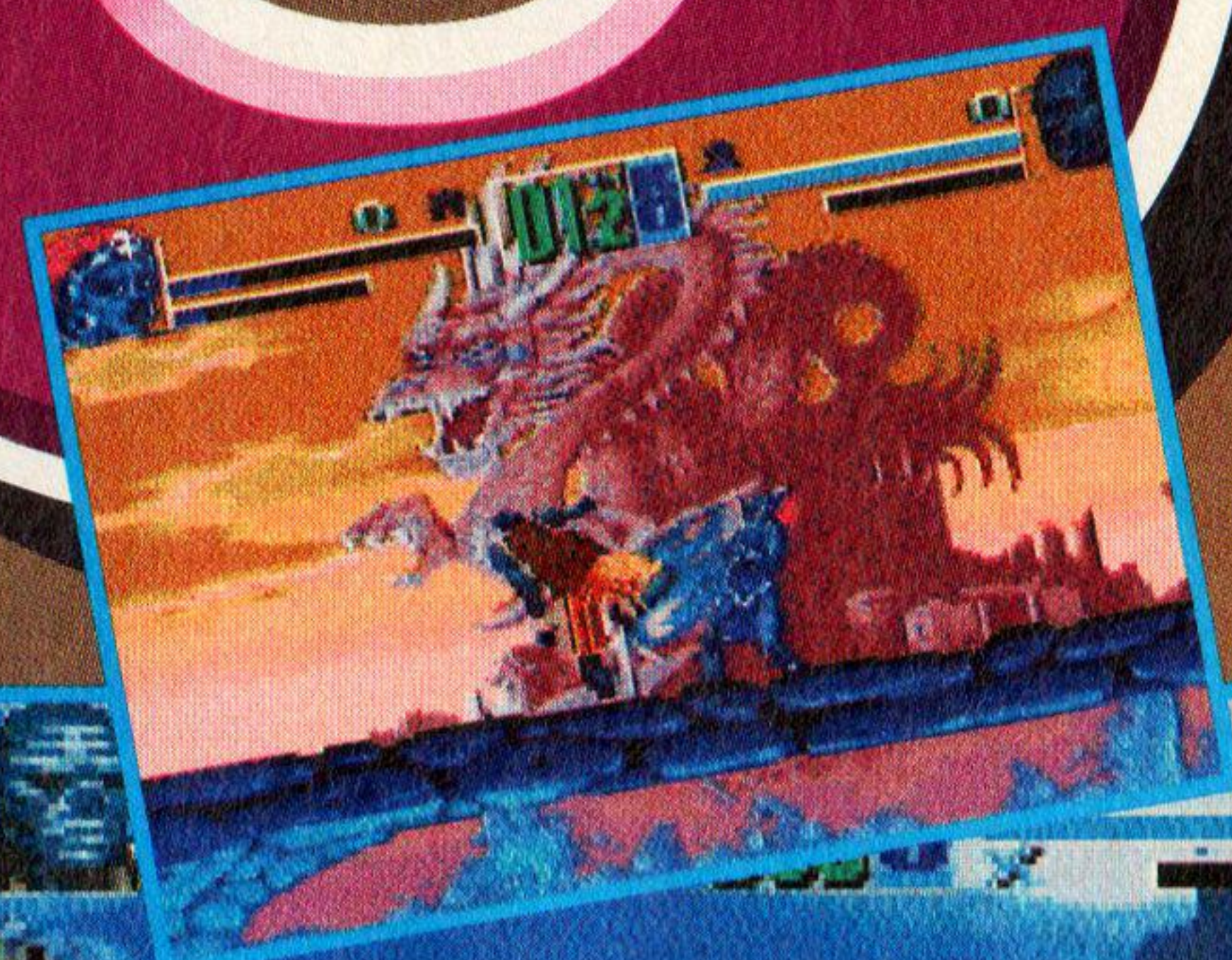
Believe it or not, I'm only a split-second away from a bungee jump.

SHAQ FU

TOTAL!
SNES REVIEW



PLAYERS:
ONE-TWO
FROM:
OCEAN
PRICE:
£TBA
RELEASE
NOV



Two more delightful shots of some spiffing Shaq-Fulery. Ho, ho.

POOPS
Why's Shaquille O'Neil in it?

World. They've brought their fab animation skills to this game and it looks dreamy. The characters move really smoothly and there's plenty of wait-state animation when they just jig on the spot. More importantly, the characters feel quite weighty, allowing you to time those moves to perfection.

The cast of characters are pretty original. There are various mythical monsters (my favourite's Seth, the embalmed Egyptian mummy) and the odd human-like vixen. You can just play one-on-one against these creepy guys and guyettes, or battle it out in a tournament.

The sounds are funky and there are loads of the all-important special moves to learn. I still can't quite fathom out why Shaq's in the game, but for all its oddities, it's a groovy little number with plenty going for it. Just don't expect to see any basketballs.

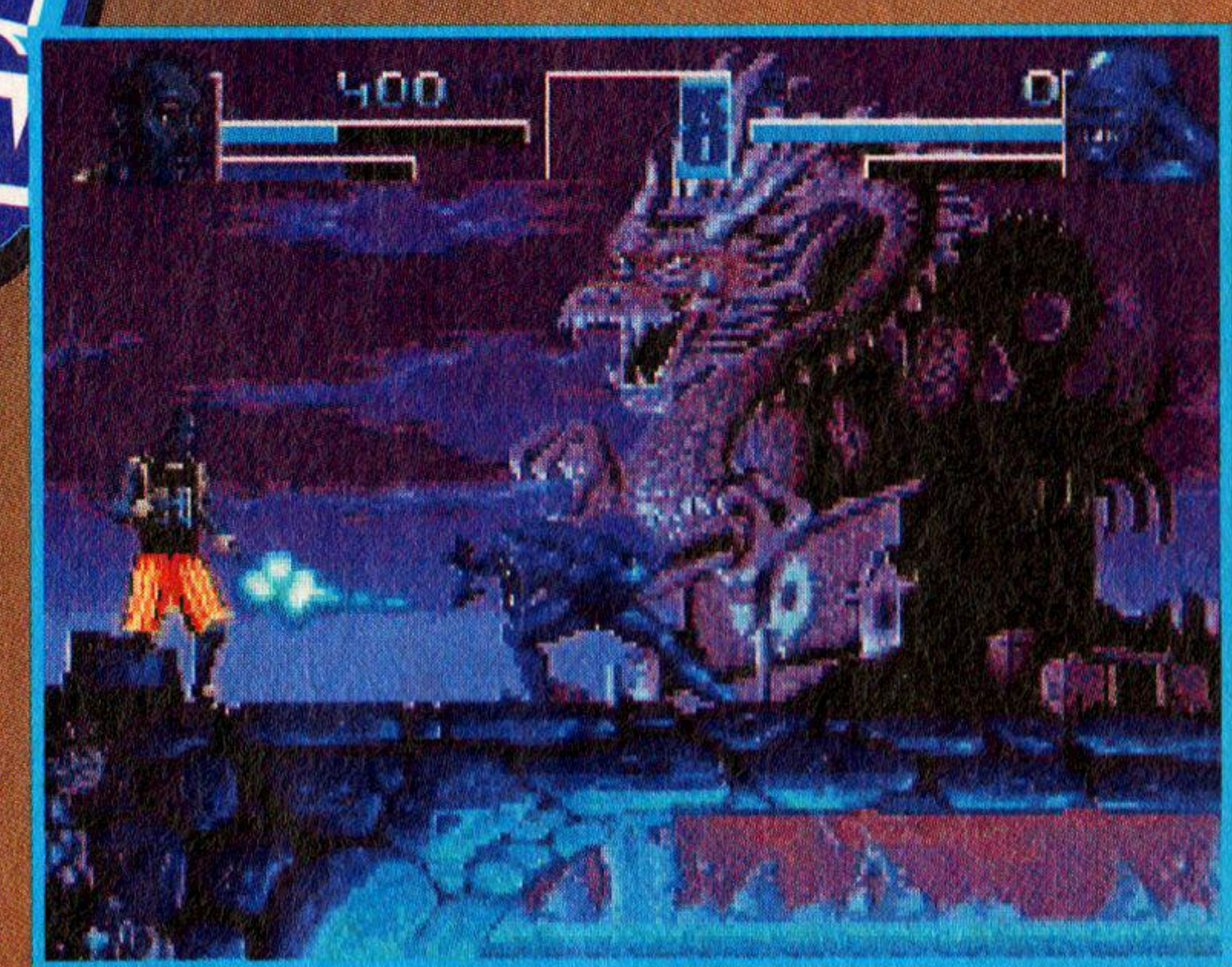
ANDY **T!**

"I'd quite like to see Delia Smith in a platform beat-'em-up"



ATKO SAYS...

Do we really need another beat-'em-up? We've had the *Street Fighter* overkill, and *Mortal Kombat II*'s still fresh out of the box. The answer's got to be yes. This avoids the bloodiness of *MKII*, but still manages to bring a deal of innovation to an otherwise stale genre.



This bloke's obviously been on the curry in a big way. Still, our Shaq isn't at all phased.

GRAPHICS

Fluid animation, hunky backdrops and thankfully no dubious sailors milling around

9

SOUNDS

They go 'Ha!', 'Aieeee!' and 'Ughhhh!' a lot. But what did you expect? The Birdie Song?

7

GAMEPLAY

Responsive and crammed with plenty of variety. It all adds up to surprisingly good fun

8

LIFESPAN

If you can bear to bring another beat-'em-up into your home, this is just a good choice

8

TOTAL! JUDGEMENT

"He leaps, he kicks, he's left his basketball at home. But he's got large boots and a mighty long reach. Good, clean fun"

TOTAL! SCORE

83

HOOPS
Gorgeous animation and plenty of special moves

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- Check out our highest rated game on the Mega Drive.



DONKEY KONG COUNTRY

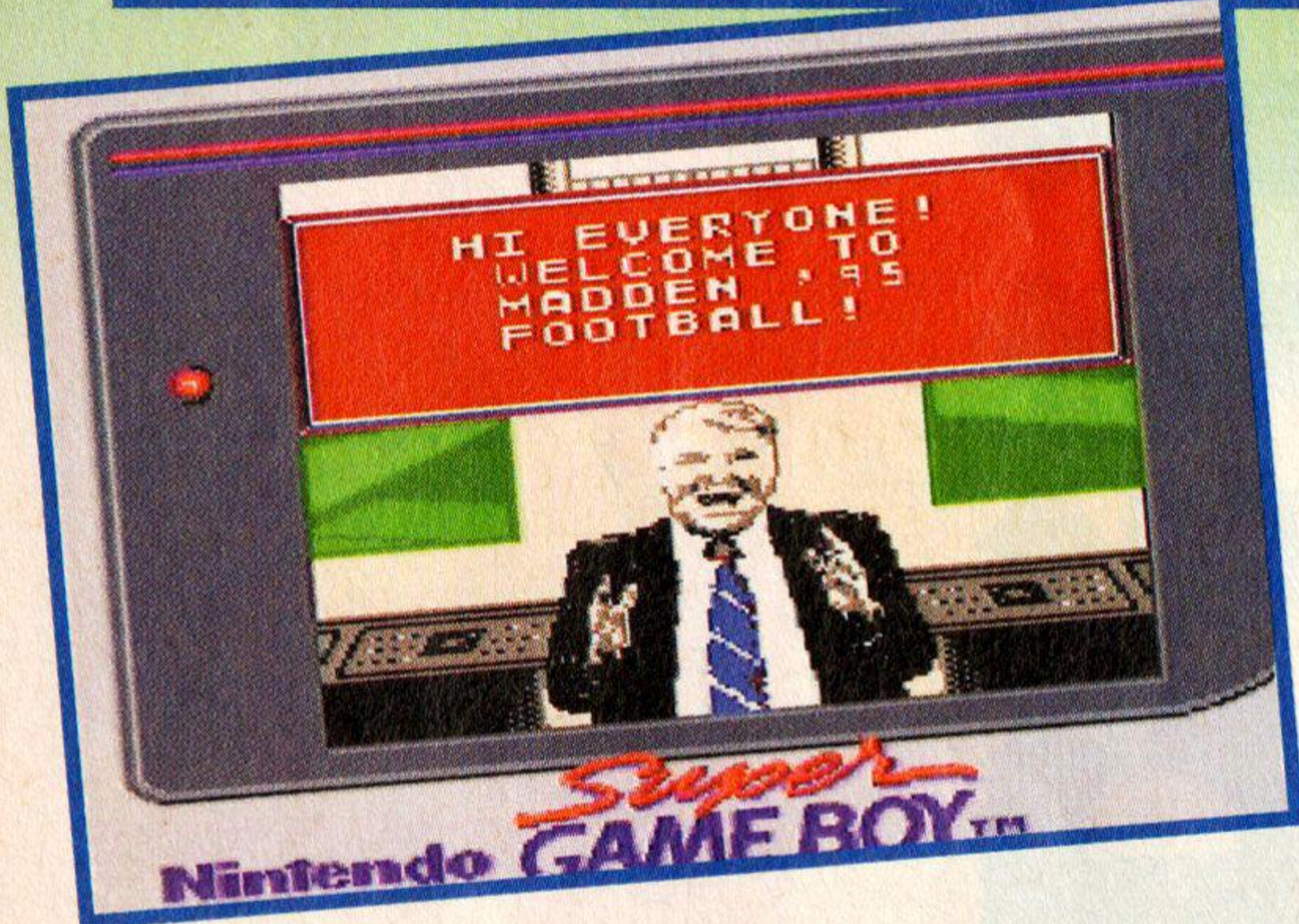
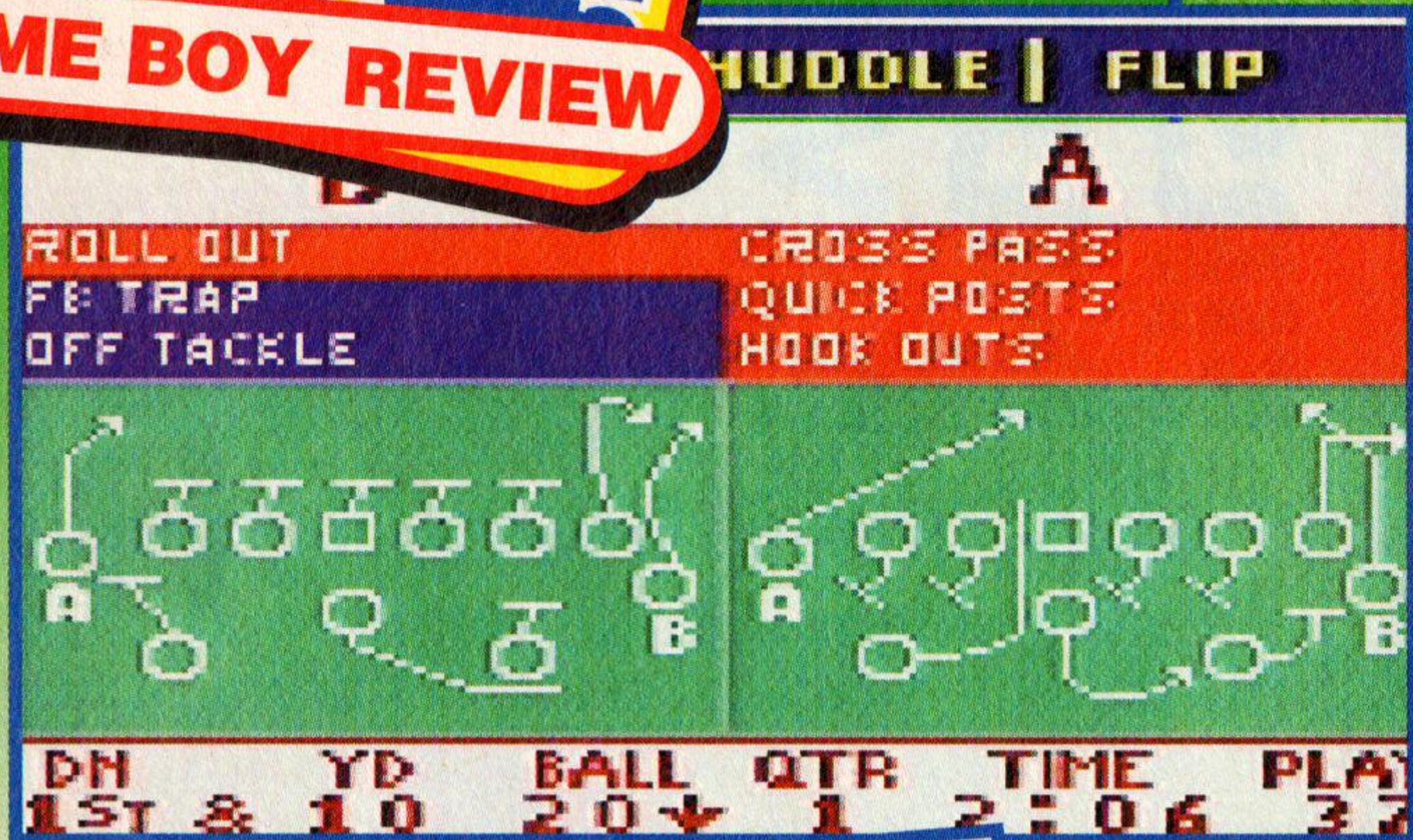
EXCLUSIVE!!
FIRST
INDEPENDENT
REVIEW

REVIEWED!!!

WIN A SSF2 COIN-OP!

MADDEN

TOTAL!
GAME BOY REVIEW



It's the man himself. You're a bit of a fat lad, aren't you. mate?



PLAYERS: ONE
FROM:
EA SPORTS
PRICE: £27.99
RELEASE: NOW

Atko goes down at the line of scrimmage. Yeah, I've read that graffiti as well!

Americans eh? We give them footy – the world cup, no less, and they love it. For a month. And what do we get in return? American Football. Teams with stupid names (Dolphins? Don't make me laugh! Raiders? Oooh, scary!) playing a game that to many is as incomprehensible as it is boring. Give it a chance though and you'll find that



Move the arrowed player to defend against the play you reckon the CPU will make.

it makes good telly. All the violence, the strategy, the crowd and, of course, the commentators.

American Sports commentators have reached a whole different level to their British counterparts. Not for them John Motson's cautious statistics or Geoff Boycotts raging against t' yoof o' t'day. It's all buddy double-acts, 'humour' and contention in the USA. There's no-one more of a buddy, more humorous, more contentious and, yes, fatter, than John Madden. And this is his game.

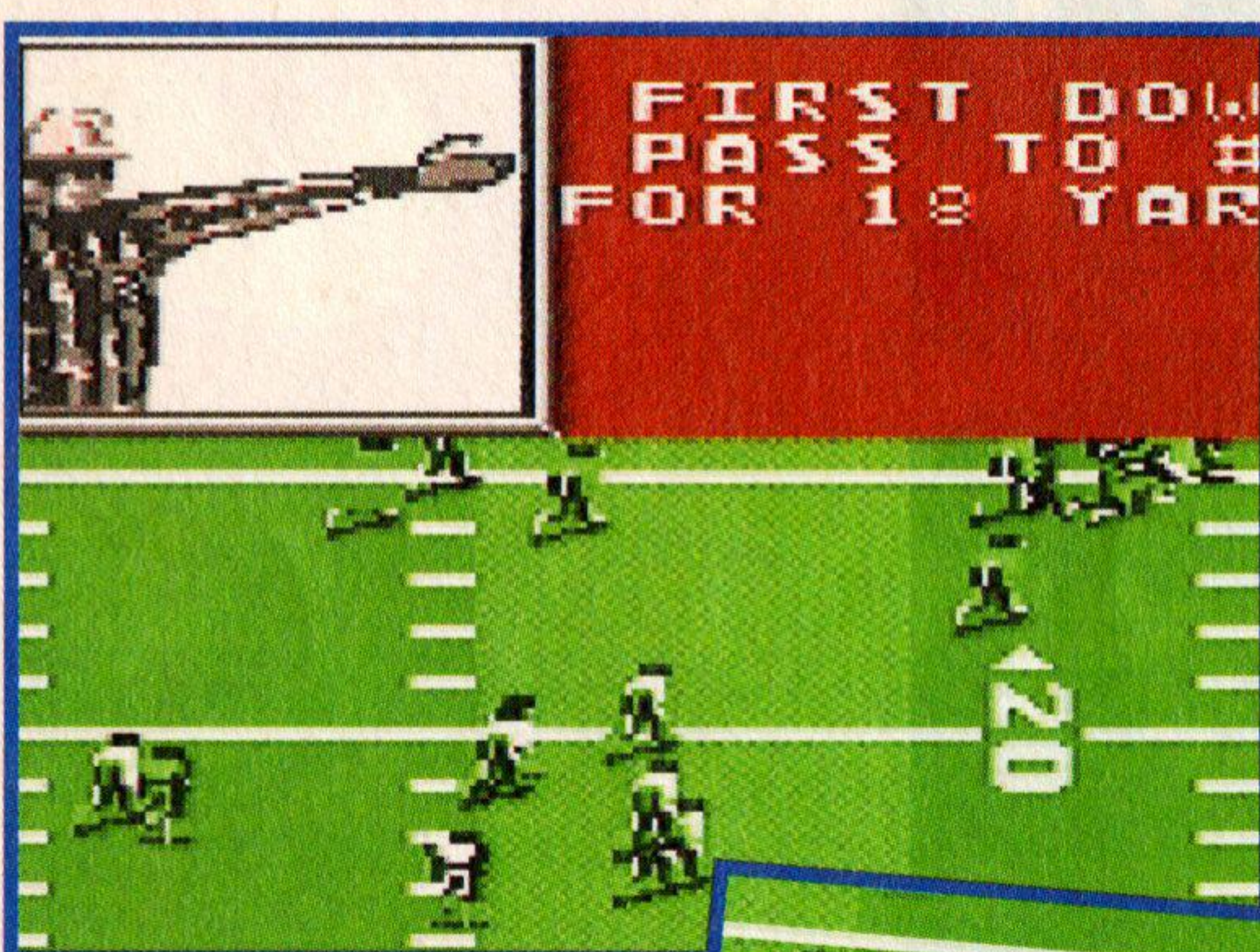
If a commentator-endorsed game being big business strikes you as odd, then think again. John Madden has graced a whole series of games and is the highest paid professional in Grid Iron – and that includes the players.

"Well, it's the best Game Boy American Footy game so far"

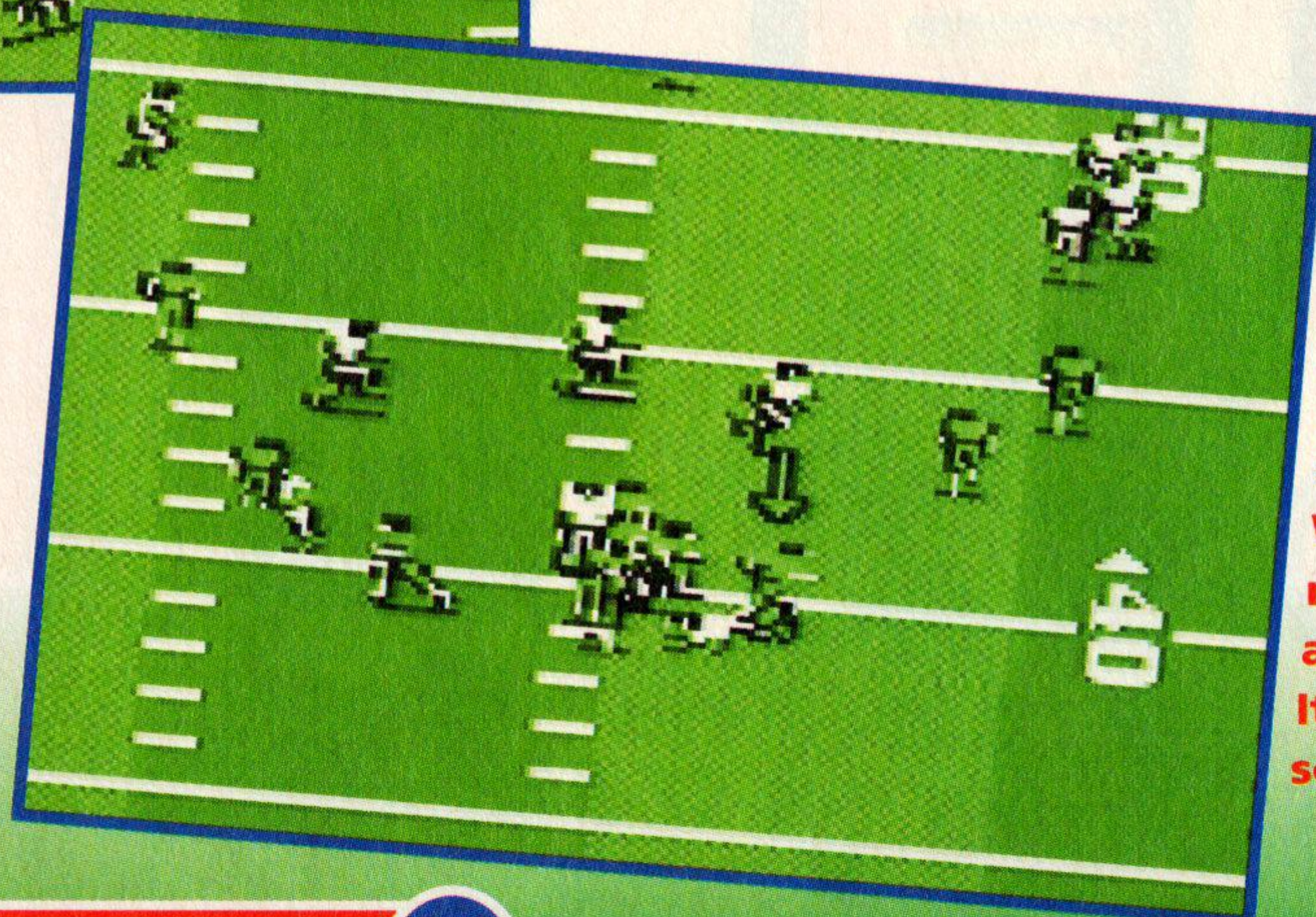


ATKO SAYS...
Yeah, alright, not everyone likes American Football, but enough of us do, and despite the graphics being unable to cope very well, this is a great conversion, containing loads of plays. Bearing in mind the Game Boy's capabilities, this is a fine effort.

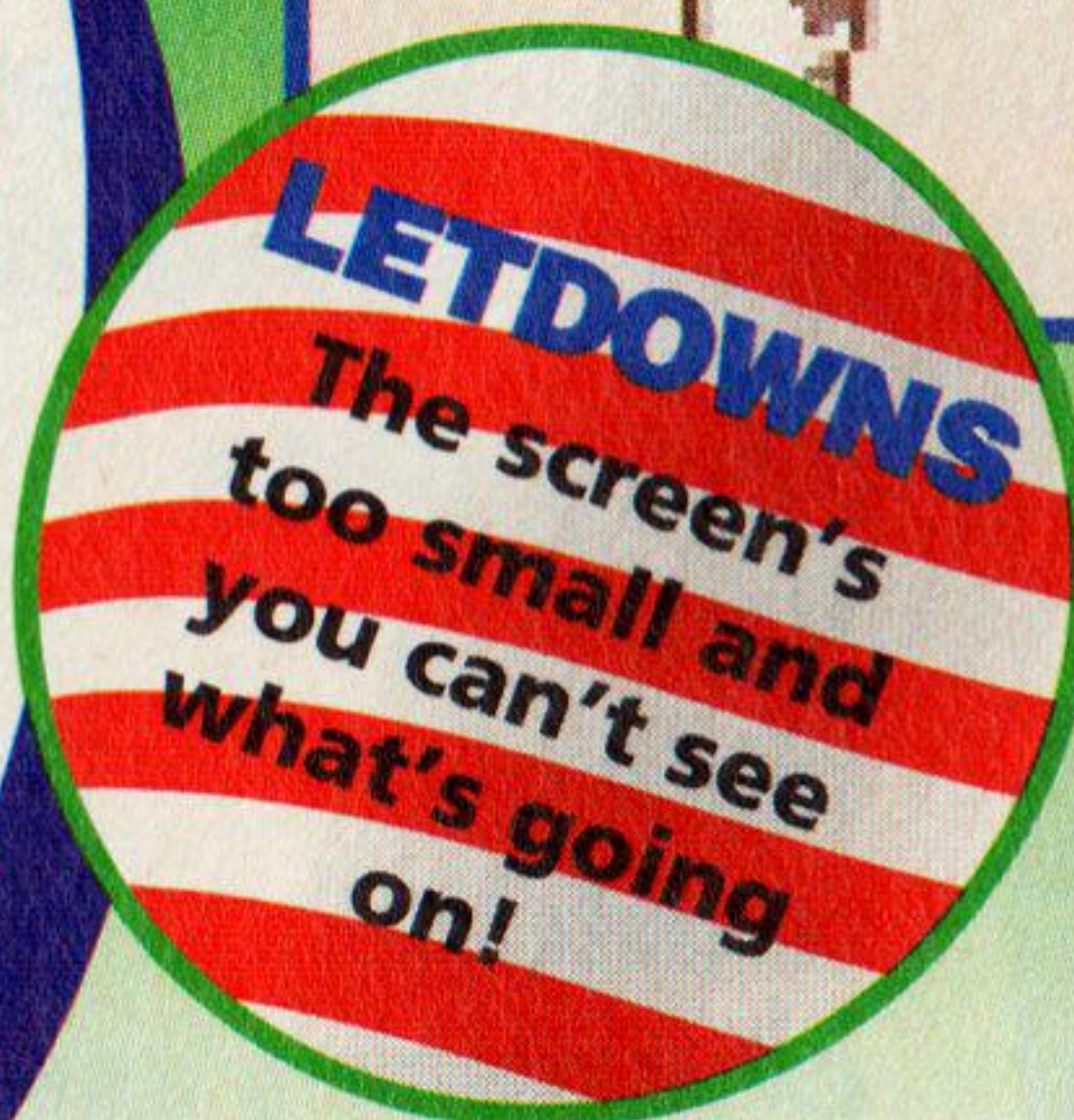
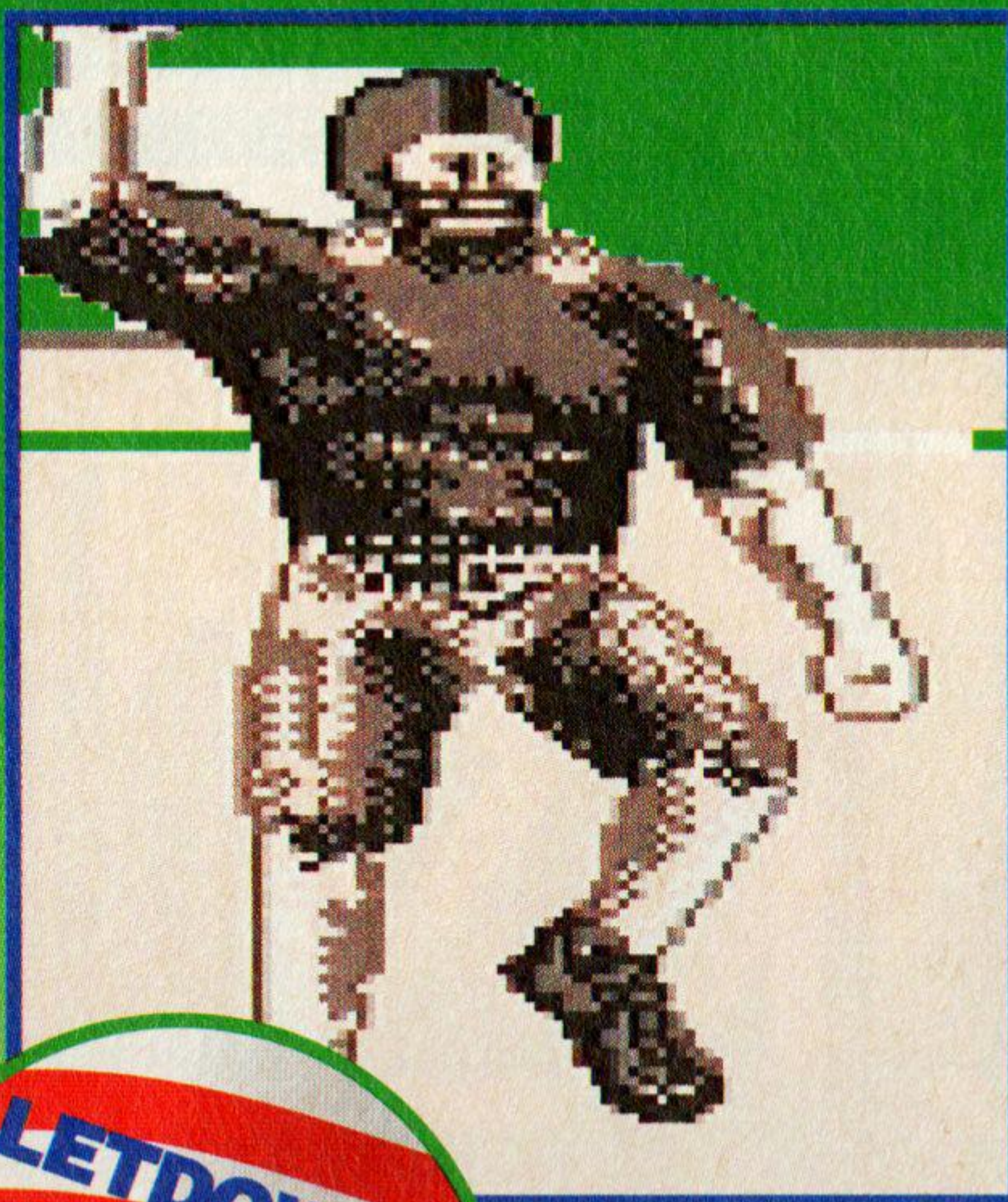
The man with the ball is indicated by the arrow. What do you mean, what arrow? It's there somewhere!



All the little men run around very energetically, in a sort of twitchy kind of way. It's the kind of game that will give you a headache in five minutes.



NFL

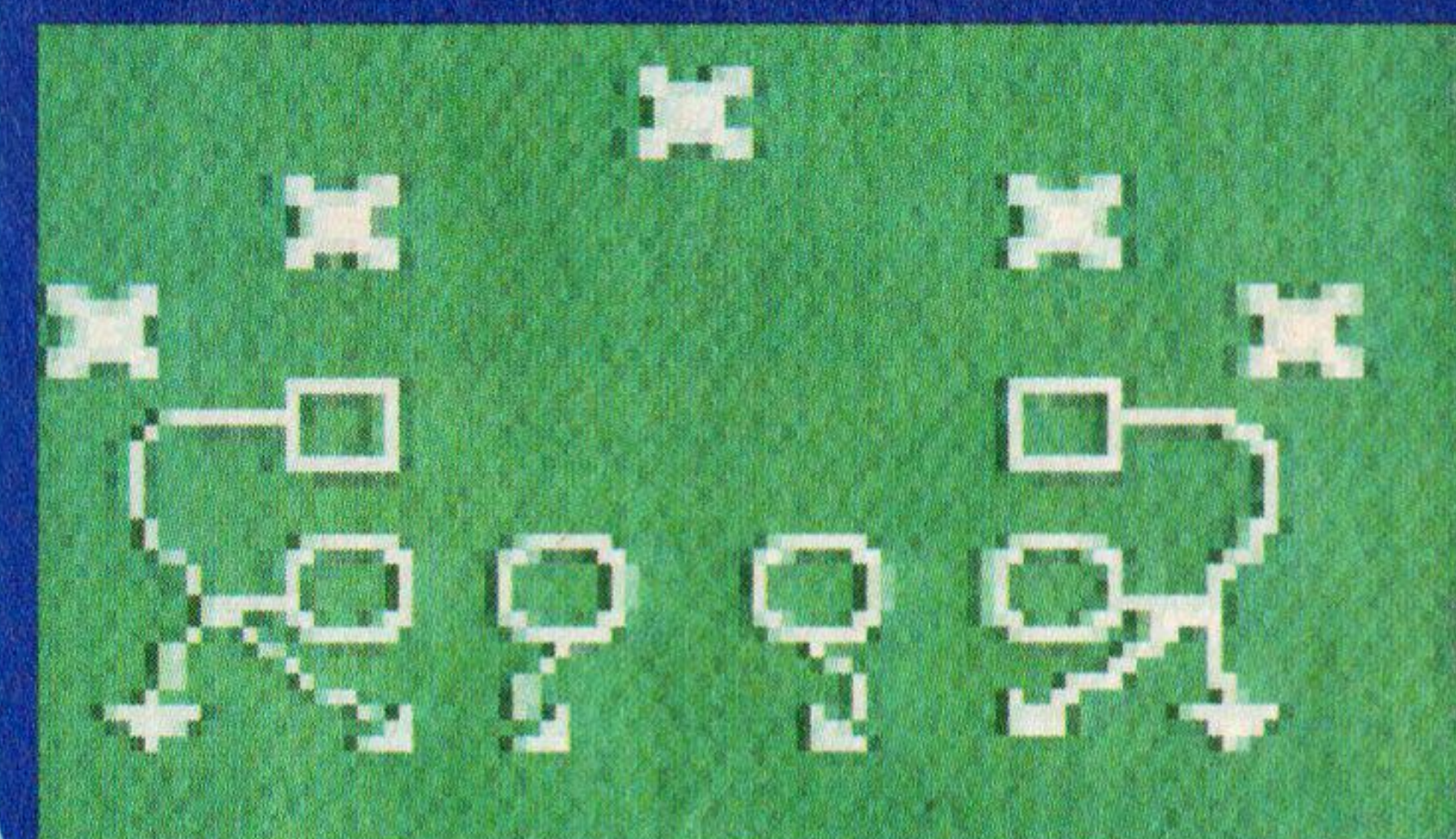


You're a bit badly drawn, aren't you? Look at the state of you! And your mates aren't much better, either.

TOTAL! TACTIX

The most important thing is to know the plays. I reckon that the two most effective are a Hail Mary Shotgun for long offensive plays and a Nickel Prevent for good solid defence. Try 'em out!

SCORE	TIME	NICKEL	GOAL LINE
7	00:00	00:00	00:00
TIME OUTS	SPECIAL TEAMS	4-3	3-4
00	00	00	00
DM	YD	BALL	QTR
2	7	394	1
TIME	PLAY	SINGLE	BE
2:25	38	000000	0



If you don't know the basics of the game, then I haven't got the space or energy to explain it to you but if you do, and you like it, it's probable that you've come across the Madden series on one of the consoles and enjoyed the experience. But how does it translate to the Game Boy?

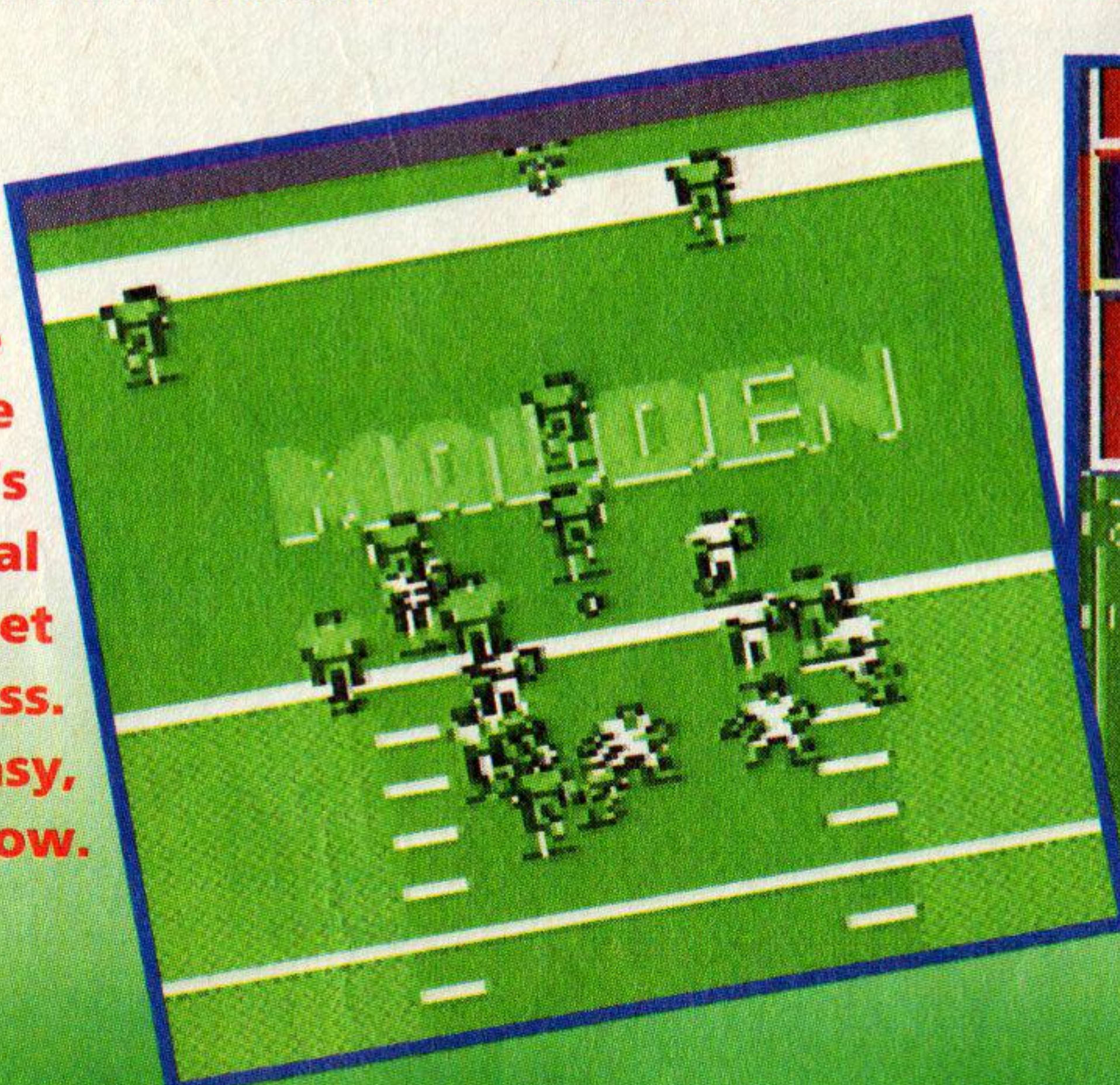
The format's much the same as before, with two main screens – one to pick plays and one to, er, play them on – and the receivers being allocated a key each. Obviously, since there are only two buttons you can only throw to one of two receivers but the play book hasn't been reduced much and all the same sets of plays are here.

It's on the field that, unsurprisingly, the trouble starts. American Football, you see, is a game where 22 large athletes charge around bumping into each other, throwing, catching and generally acting in a chaotic and intricate way. And your Game Boy's screen is about an inch and a half square. In offence it's very difficult to see your receivers, even on a Super Game Boy, and on defence things aren't much better. Sadly, the machine just isn't up to American Football.

ATKO



This is the whole point of the game, the endzone. It's like a goal but 500 feet across. Sounds easy, I know.



GRAPHICS

Attempts to cover a large section of the pitch but you just can't see what your little blokes are up to

6

SOUNDS

There's some digitised speech for all you Madden fans, but is there such a thing?

8

GAMEPLAY

Although it's basically the same as the console versions it doesn't work very well with two buttons

6

LIFESPAN

In the end it just gets frustrating, and no two-player mode takes the excitement out of it all

5

TOTAL! JUDGEMENT

"A great console game that just can't make the transition to the small screen. It's a darn shame, really, because the game's foundations are sound"

TOTAL! SCORE

68

And this is a drive summary, so called because it summarises your drive.

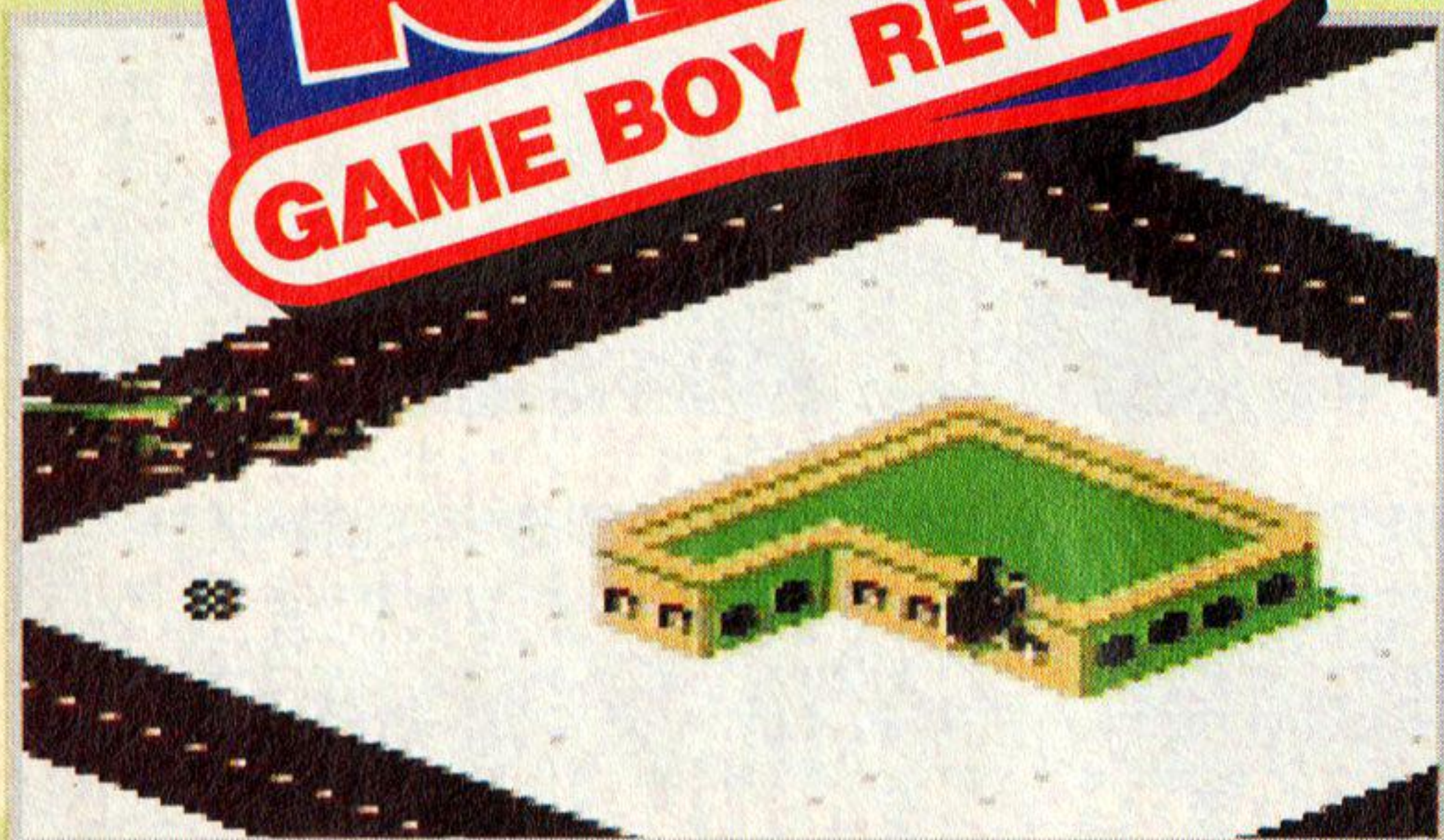
DRIVE SUMMARY			
BUFFALO	RUSHING	PASSES	PLAYS YARDS
	2	4	18
	4	3	44
	3	1	15
	9	4	77
	2	0	0
	0	4	0
	0	5	0
	0	4	0
	0	2	0
	0	2	0
	RUSH - 1 YDS		
	PEN. 5 YDS		
	PEN. 5 YDS		
	PEN. 5 YDS		
	RUSH - 1 YDS		

DALLAS		BUFFALO	
LONGEST PASS	10	18	
COMPLETIONS	4	6	
ATTEMPTS	1	4	
COMPLETIONS	25%	66%	
PERCENTAGE			
RUSHING YARDS	8	26	
AUG. YARDS/RUSH	2	3	
LONGEST RUSH	6	19	
TOTAL YARDS	18	69	

Dallas, the best team in the world. far better than . . ah, who cares?

DESERT STRIKE

TOTAL!
GAME BOY REVIEW



There's heaps of variety between missions. In this one, you have to perform a jail break.

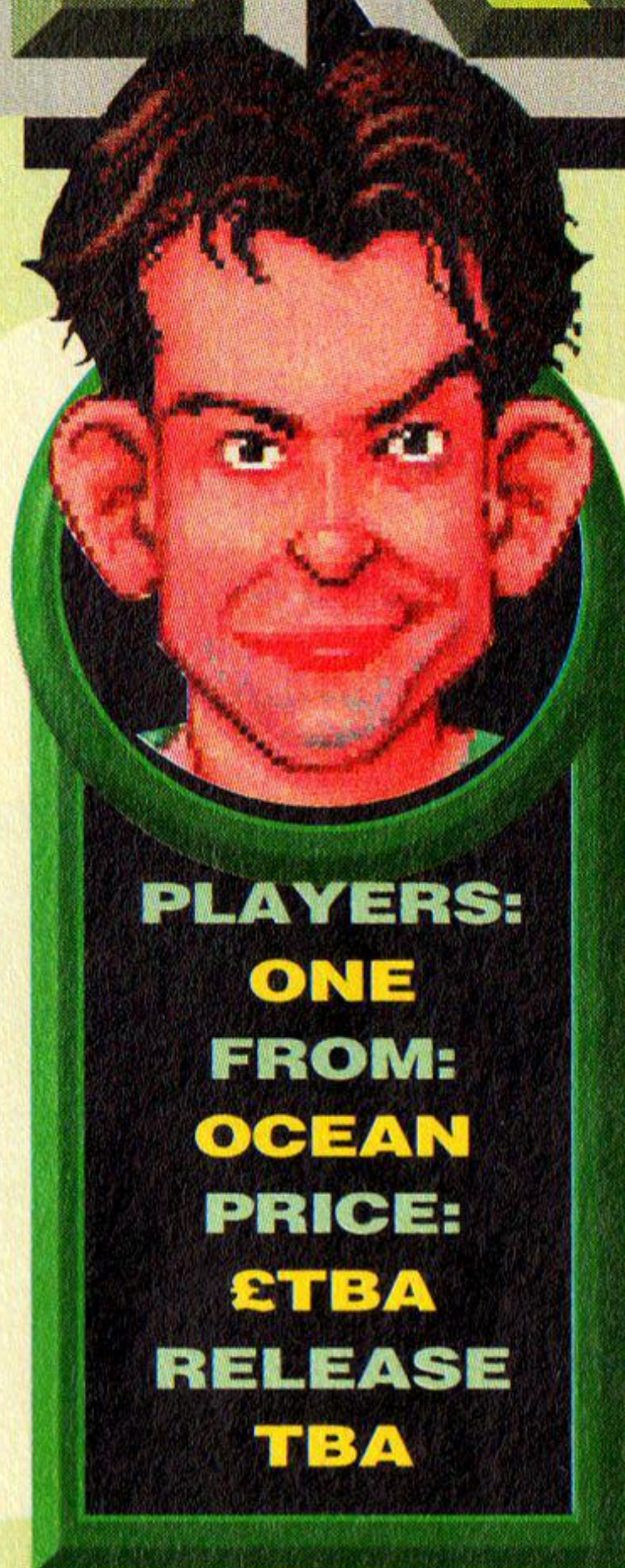
Don't just skip past the briefing. It contains important info, vital to the missions.



"You can't fit a SNES game into a Game Boy"

ATKO SAYS...

As 16bit SNES games get more and more complex, it seems that a lot of software developers are trying to squeeze the same games onto the Game Boy. While it's encouraging to see them have a go, the results are a bit disappointing. Exactly the same thing's happened with *Madden*.



PLAYERS:
ONE
FROM:
OCEAN
PRICE:
£TBA
RELEASE
TBA

Andy gets lost in a complex world of choppers and chopping. In the Desert.

Many, many years ago I saw a game on the Mega Drive. The game was called *Desert Strike* and despite being based on the rather unsavoury

subject of the Gulf War, the game turned out to be a right corker and spawned a whole heap of sequels (the third of which, *Urban Strike*, is soon to appear on the Super NES). And now, what do I find in the morning mail but a copy of the very same game, only this time it's on the Game Boy!

So, that war might be a dim and distant memory (as is the Mega Drive for most right-thinking gamers. Ho, ho!), but what we're here to decide is whether the game is any cop. Let's have a look shall we?

What has been retained from the original game is as follows: The mighty challenge of a series of increasingly hard missions, the clever mix of strategic gameplay and arcadey graphics that made the game more than yer average console fare, the excellent difficulty curve that meant you progressed a little further each time you played, the variety between missions, the isometric visuals which retained all the atmosphere of an all-out conflict without the difficulties of trying to create a realistic experience with true 3D polygons. Doesn't sound at all bad.

What's missing is as follows: nothing. So it's great yes? No. What works on a big screen console fails quite badly on a tiny Game Boy screen. Play it on a Super Game Boy and you'll get your full quota of kicks from it, but to be honest, you might as

LOONS
The weeny screen makes the whole experience annoying

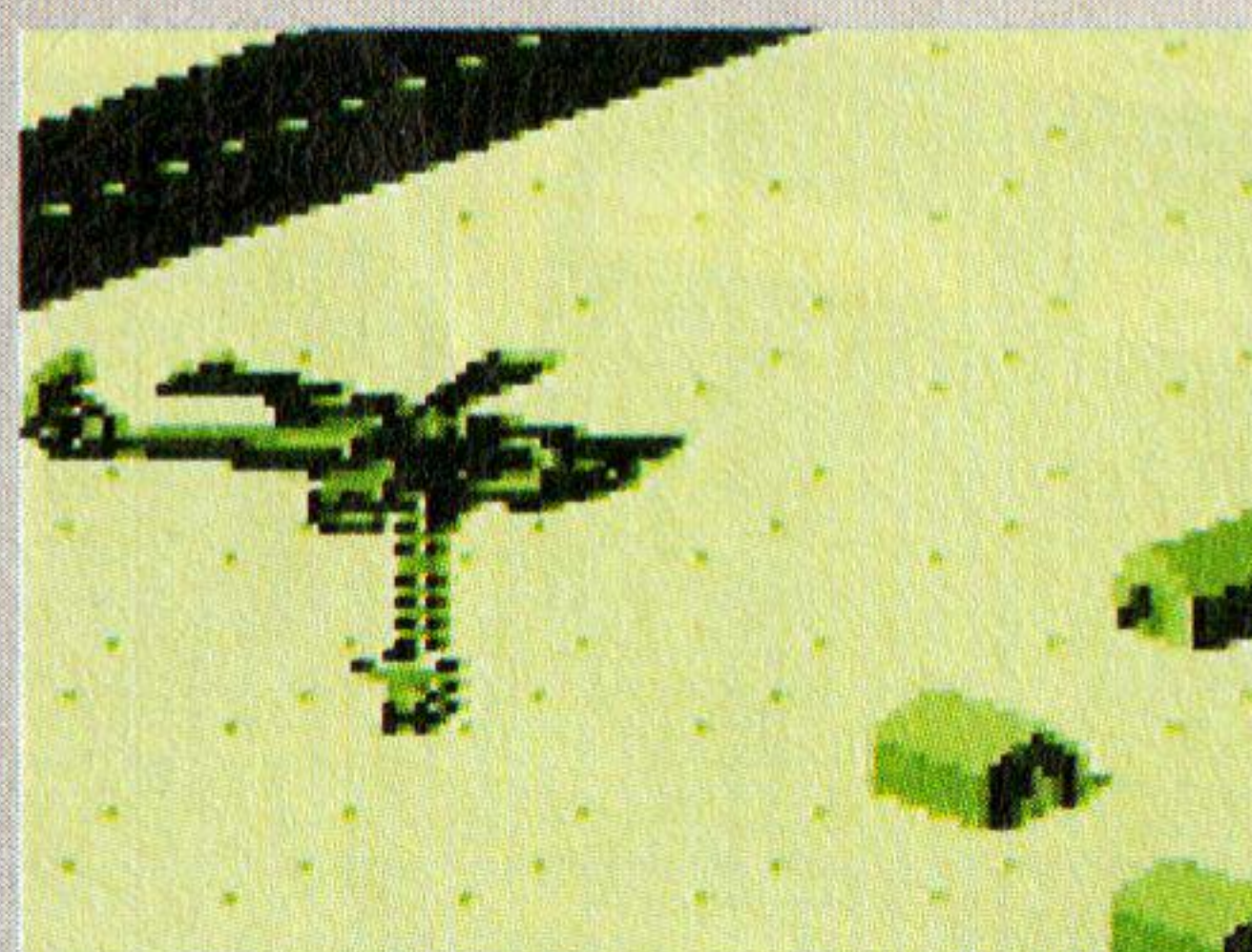
DUNES
An excellent conversion. Top game play and a huge challenge

Armour Up

If your armour is running low, here's a simple way to get it topped up again.



Find one of your allies. If he's being held captive by a gunman, shoot the git.



Having killed the gunman, hover over your mate and you'll pick him up.

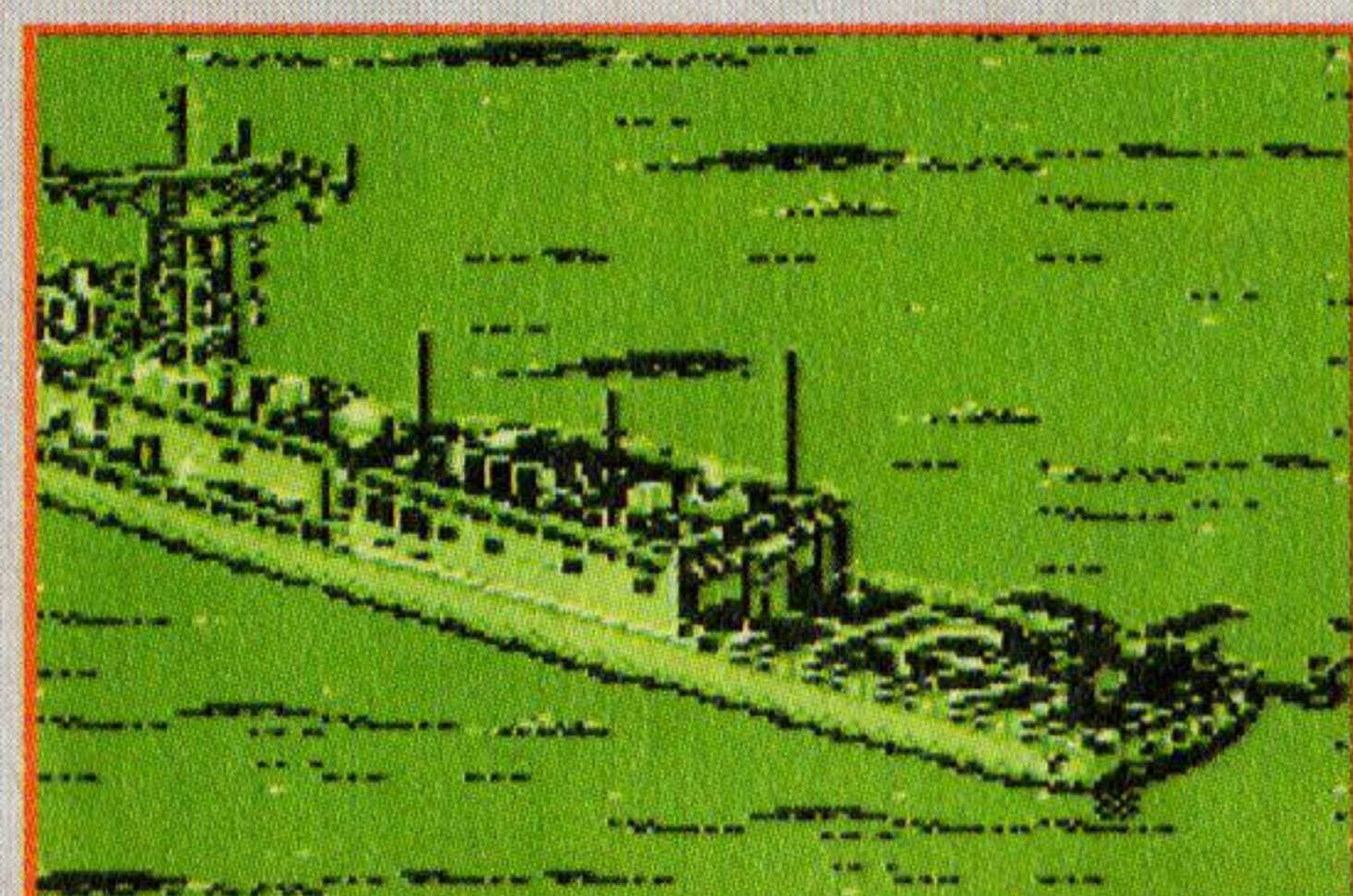


Take him to the landing zone and drop him off. You get 100 armour points.

TOTAL!
TACTIX

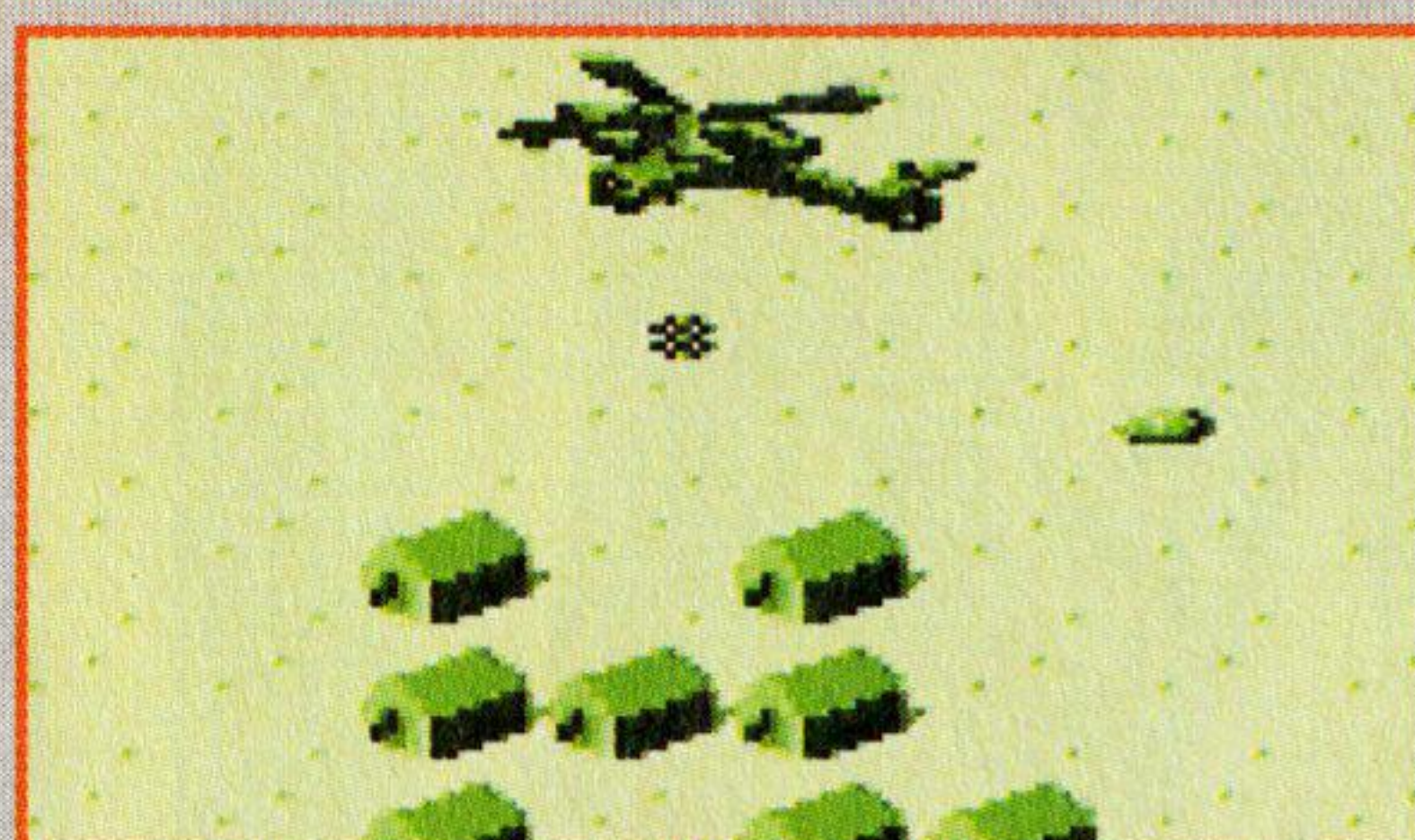
A Mission

No fancy headings here at TOTAL! This box shows you how to complete mission 1 and what better way to introduce it than simply stating "A Mission"?



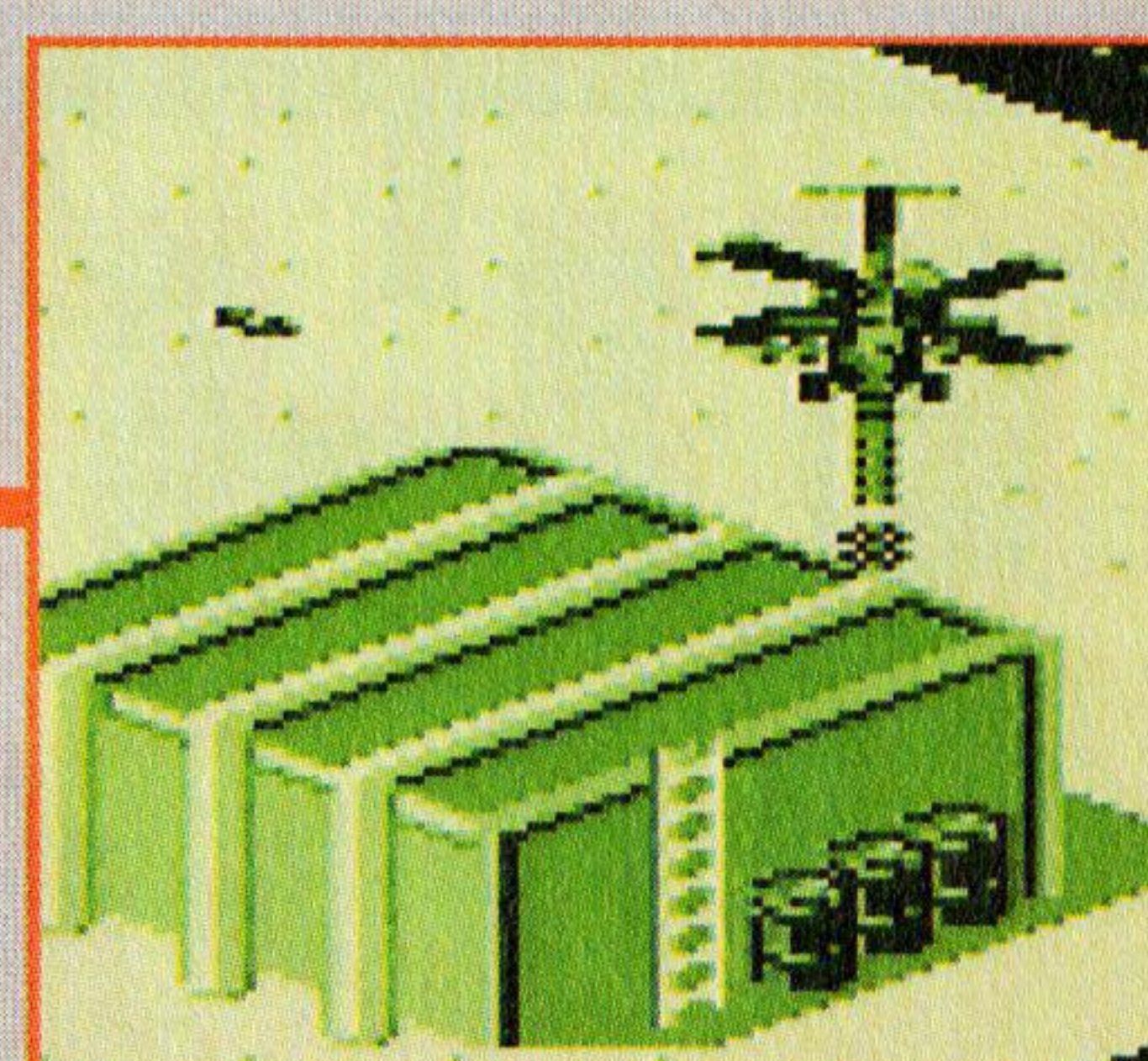
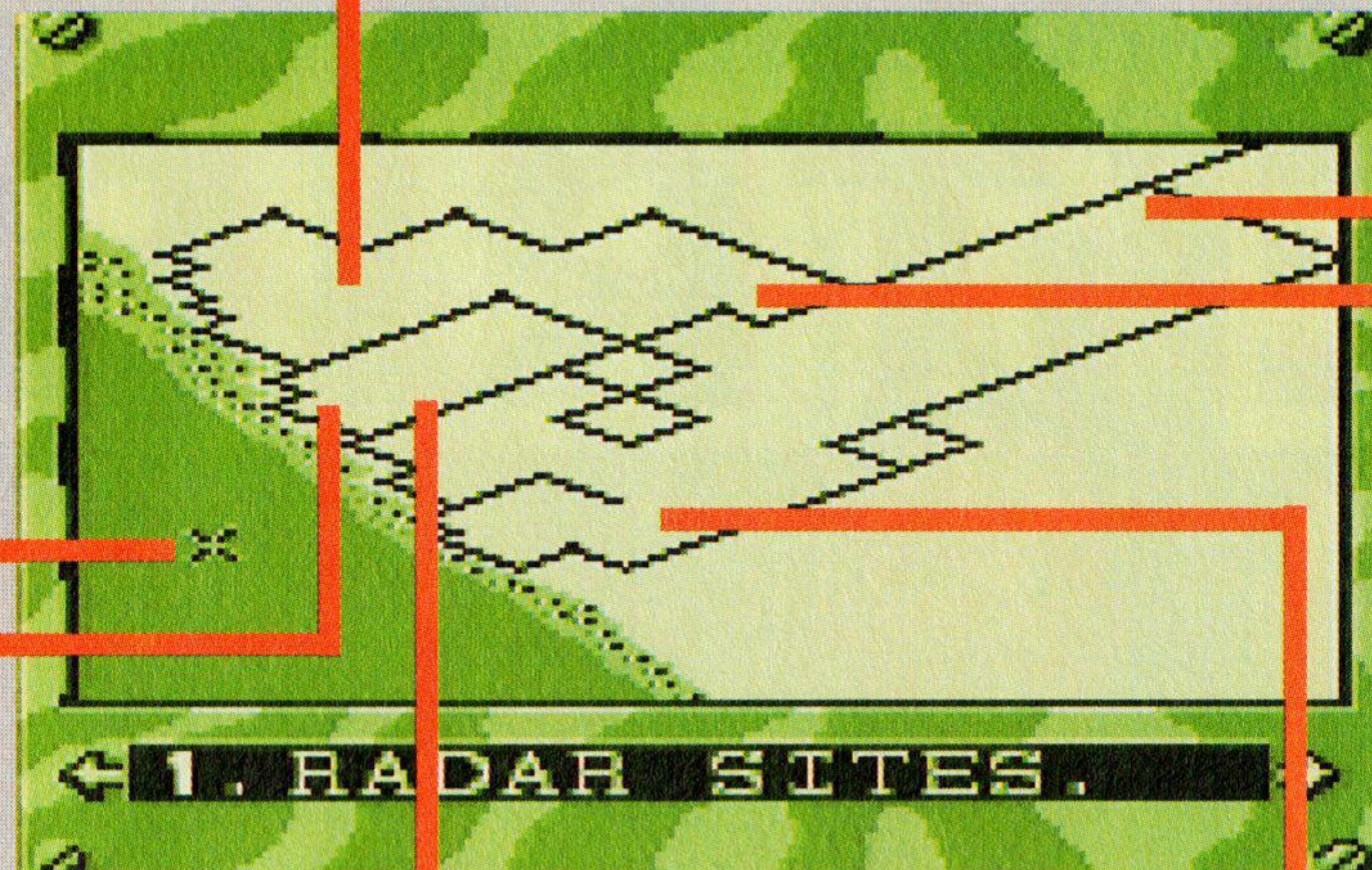
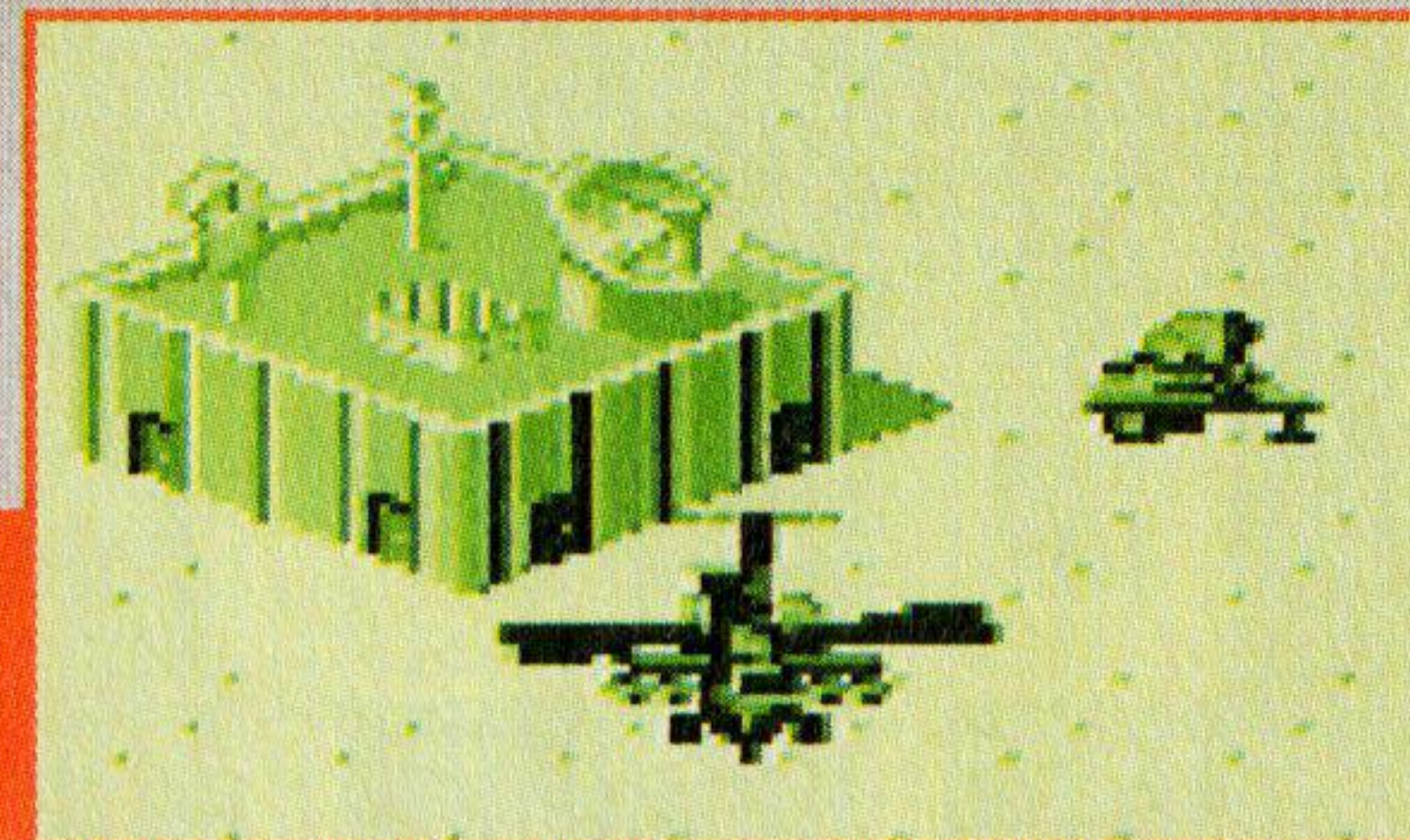
Step 1: You find a girl to love... er, no, I mean, you take off from the Frigate.

Step 4: Pick up some allies, take them back to the landing zone for more armour

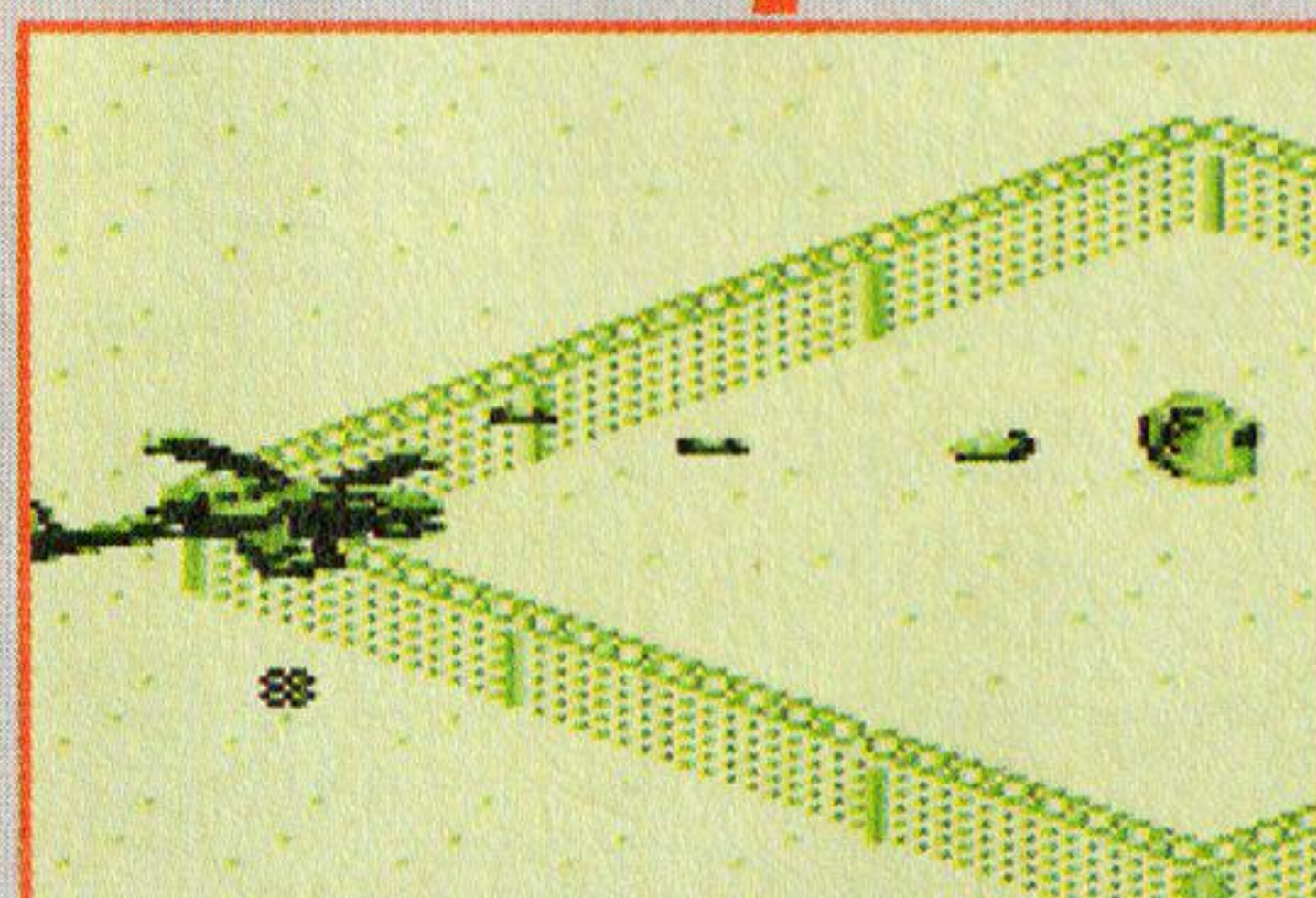


Step 7: Locate the secret agent then fly him back to the safety of your landing zone. Job done.

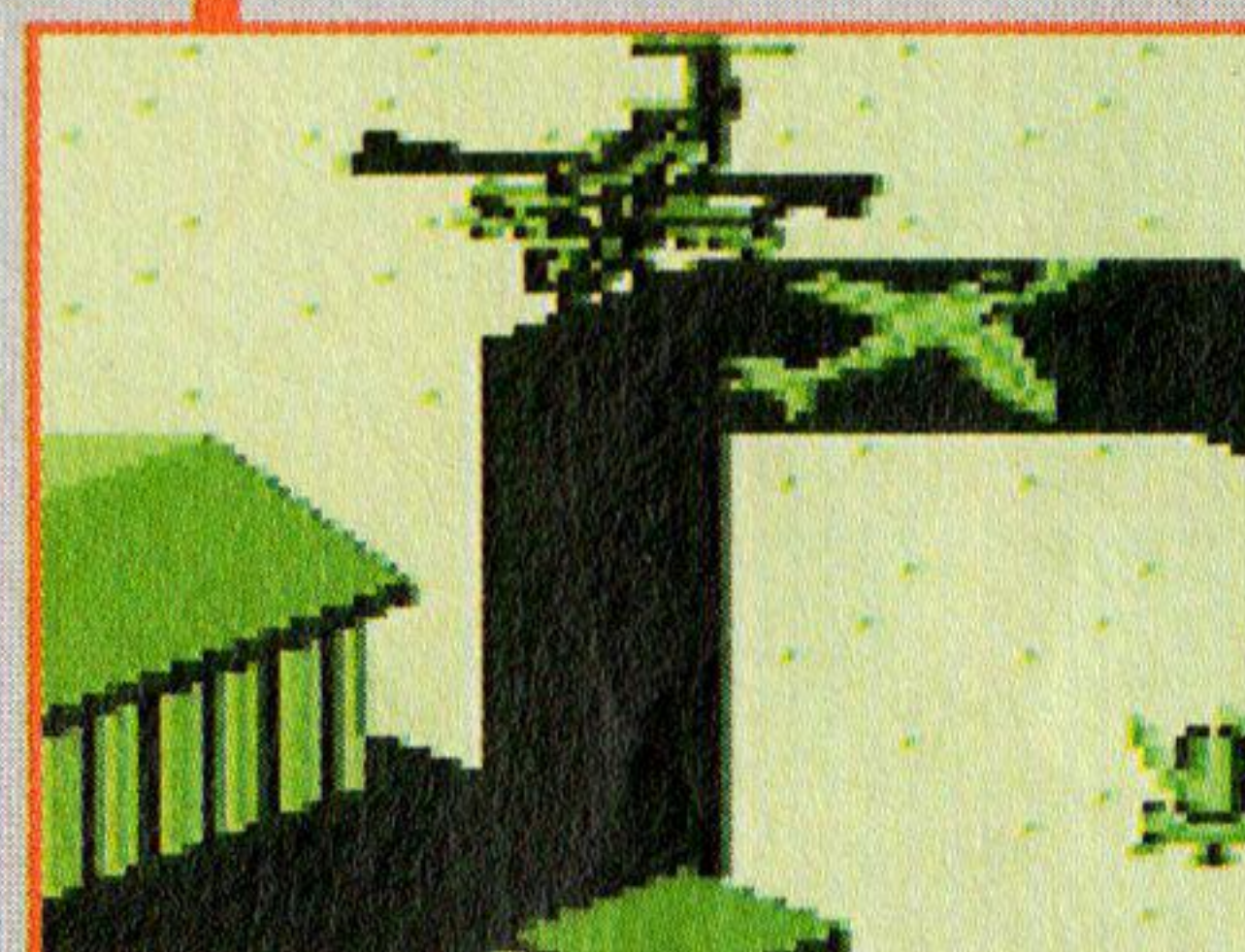
Step 6: Find the command posts and bomb the buggers.



Step 3: Look at the map again, locate the power station then go and jolly well blow the thing up.



Step 2: Take a look at the map then scoot off and blow up the radar sites. That should confuse the enemy.



Step 5: Locate the two airfields then take out all the buildings and every enemy plane.

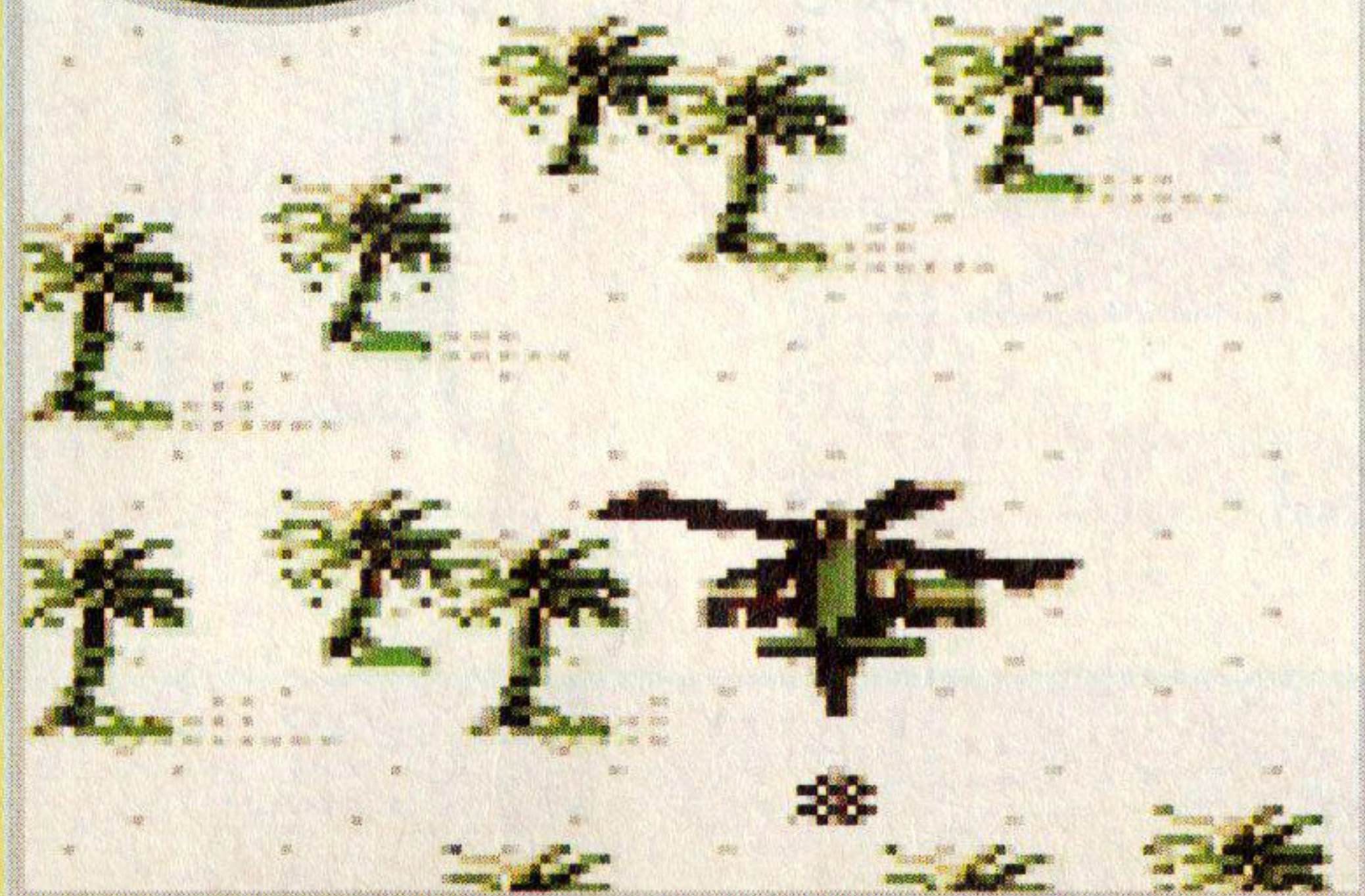
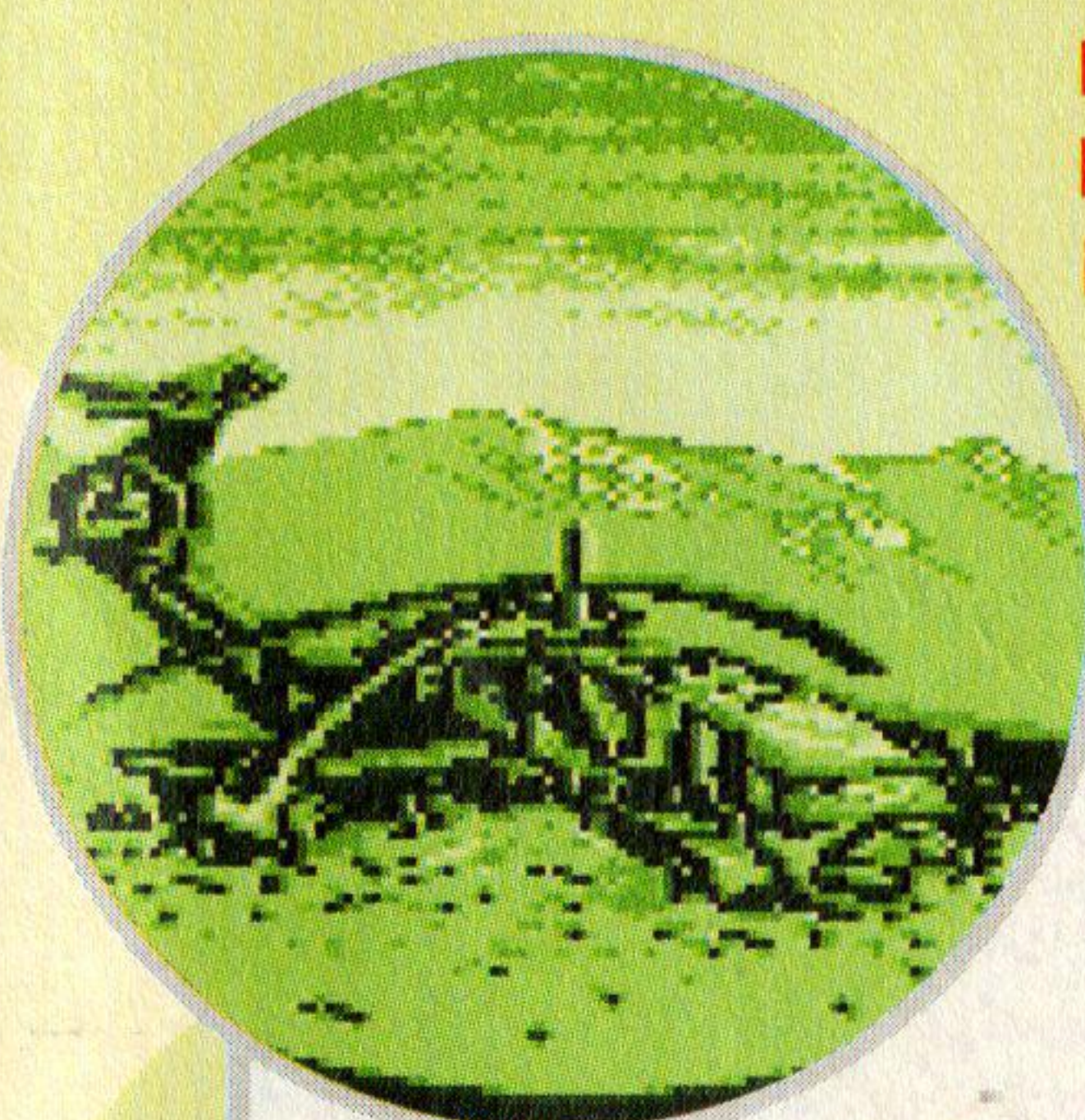
well get the SNES version. Part of the problem is that it's a bloody hard game, and you have to use an awful lot of strategy. Sadly, the limitations of the display tend to make it frustrating to play rather than challenging.

Having said this, we have to admire the excellent job the programmers have made of converting the game and if you really, really yearn to play the game on the go, then get it. No doubt your determination will outweigh the torture you suffer. But if all you're after is another cart that gives you an occasional pick up and play fix, this is not where it's to be found.

ANDY

T!

Left: In case you haven't guessed, this is the "You're crap!" screen. Doh!
Below: Some pretty trees to fly around.

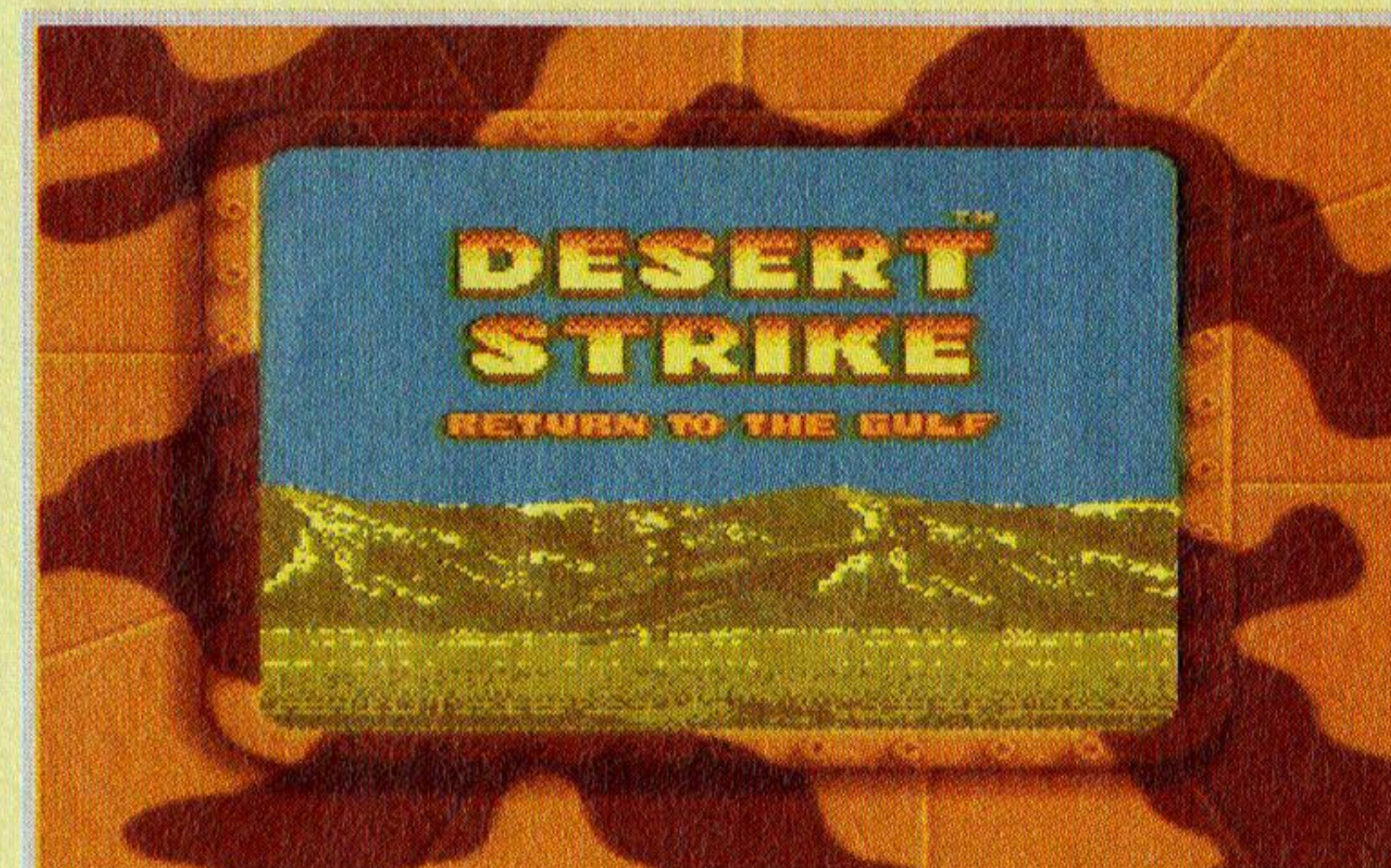


CO-PILOT SELECTION



LT. XAVIER THOMAS.
'X-MAN'

X-MAN IS GREAT ON MISSIONS WITH LITTLE HOSTILE FIRE. NO ONE IS BETTER WITH THE WINCH, BUT HIS MARKSMANSHIP LEAVES SOMETHING TO BE DESIRED.



GRAPHICS

Some fine chunky visuals but in busier moments it all gets rather flickery and confusing

7

SOUNDS

Chopper sounds, whooshing missiles, explosions? Yes, it's all there: beep, beep, crackle, beep

7

GAMEPLAY

Very much the same as the SNES version only slower. The display really does spoil it somewhat

6

LIFESPAN

It's big, and it's very hard indeed. This will keep you cursing for months on end

9

TOTAL! JUDGEMENT

"It's all there, and it's all pretty hunky-dory. But for no easily definable reason, it just doesn't seem to work that well on the Game Boy. It's a shame"

TOTAL!
SCORE

78

LEMMINGS

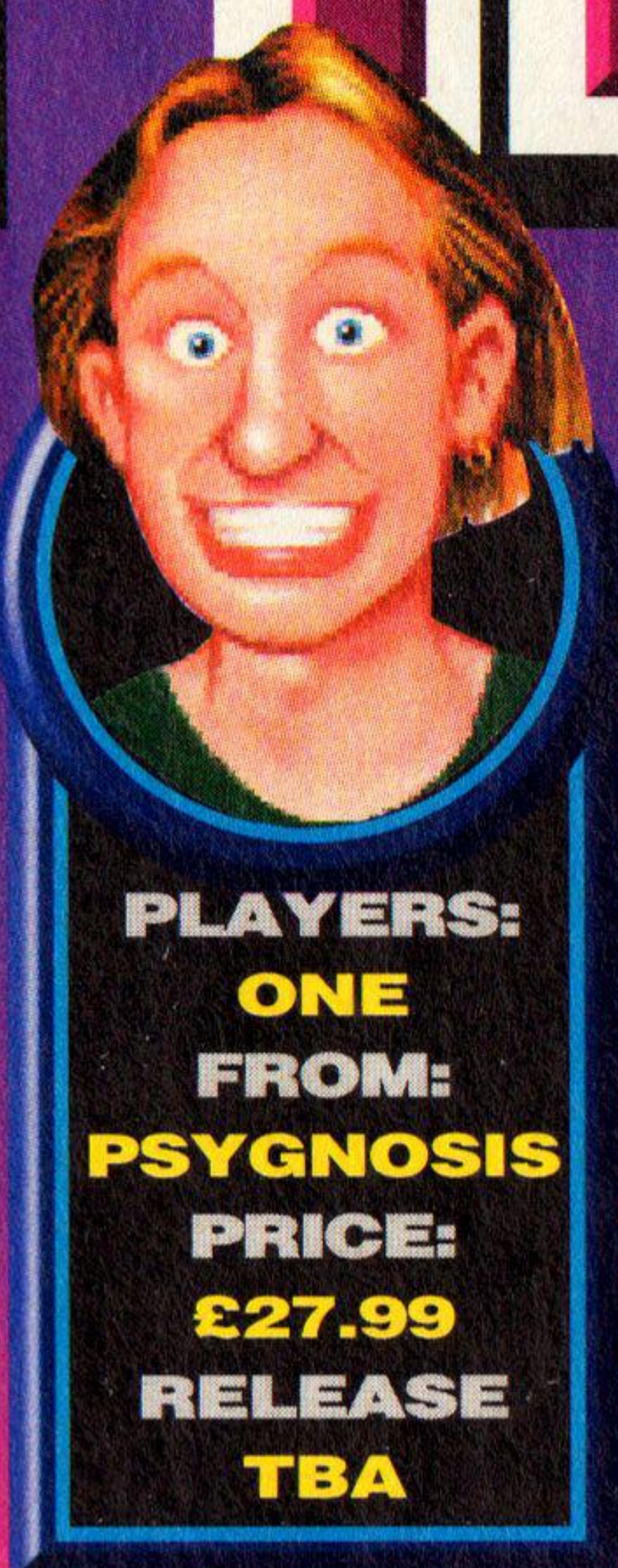
THE TRIBES

TOTAL!
GAME BOY REVIEW



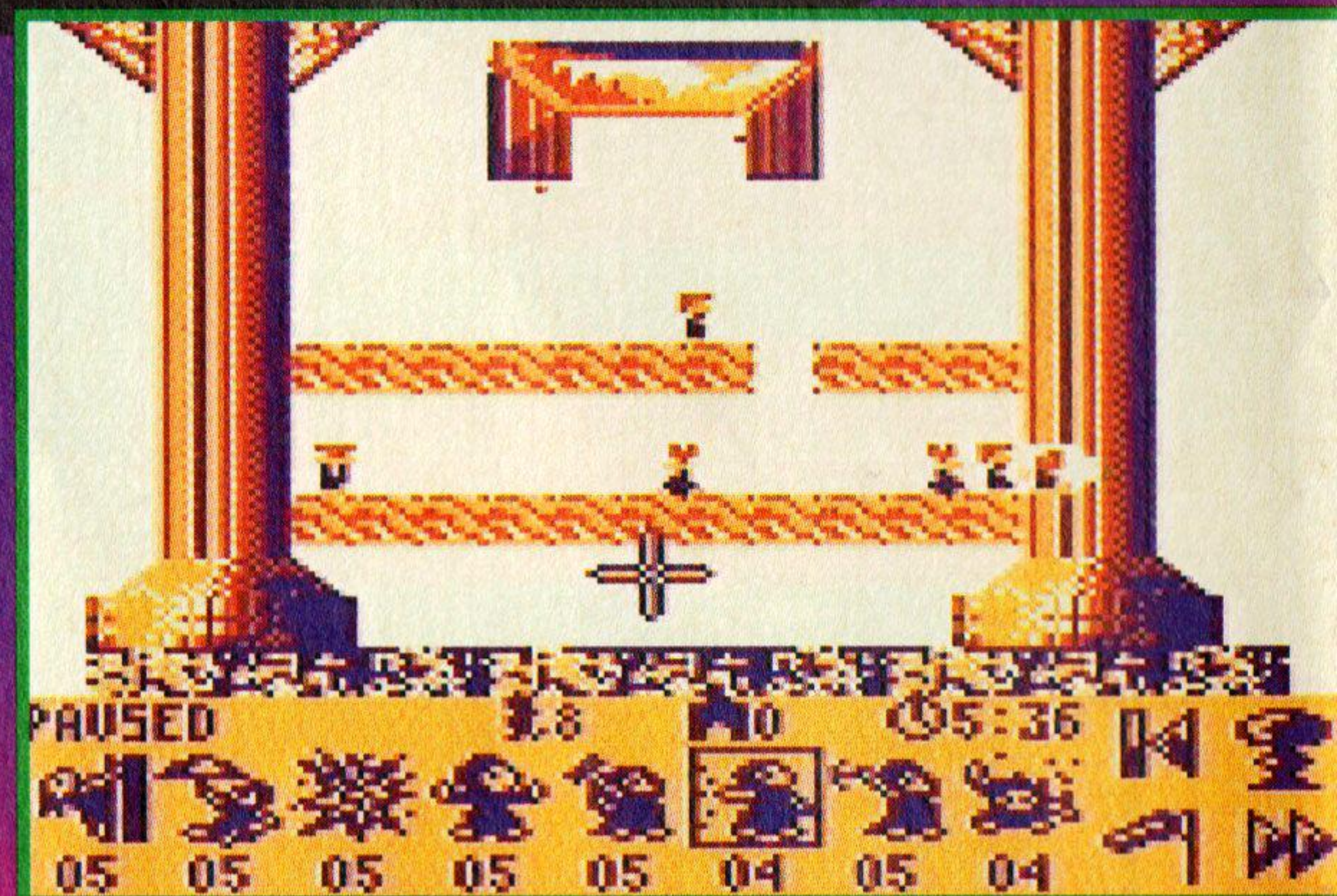
Oi... hold on.
What you
lookin' at me
for? Stop it!

And lo... the
Lemmings'
sacred Talisman of
Roundness. Indeed.



PLAYERS:
ONE
FROM:
PSYGNOSIS
PRICE:
£27.99
RELEASE
TBA

Given the rare opportunity of watching a host of cute, furry, little creatures tumble to their impending doom, obviously Josse jumped at the chance...



The Lemming bashing his way through that enormous pillar is *not* to be messed with.

Let's face it: the only way you can't have heard of the game *Lemmings* is if you're (a) lower down the food chain than Andy Dyer; (b) are dead and have been for at least five years; (c) a trainspotter with no interest in videogames (or, indeed, anything but steam-powered locomotive transport); or (d) a Hyper-Gibbon from Zongar IV.

So, given that you're intelligent enough to read TOTAL! and are therefore a) not a vegetable; b)

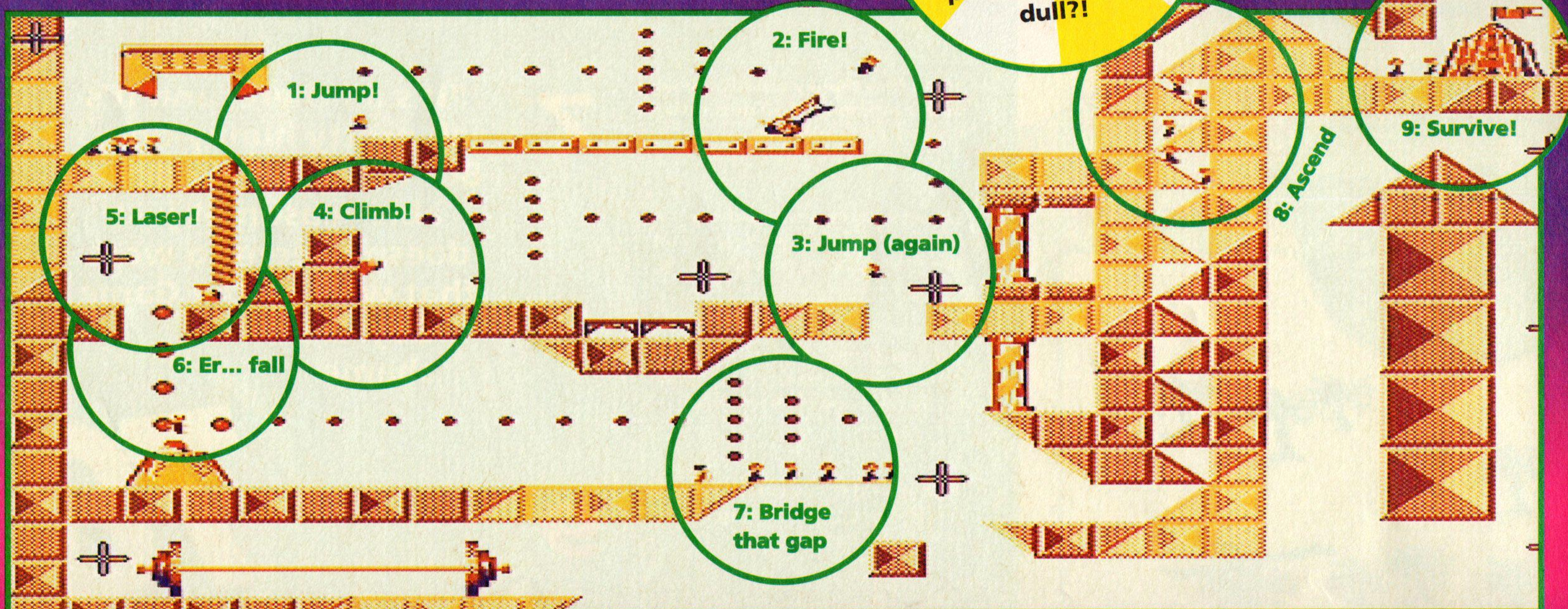
alive; c) un-geeky; and d) of terrestrial origin, let's assume you know what the hell I'm on about.

The original *Lemmings* pretty much became a game genre all of its own – it was a truly original concept, and has since been imitated by many but bettered by none. *Lemmings* reigns supreme in the 'guiding little creatures to safety' puzzle league.

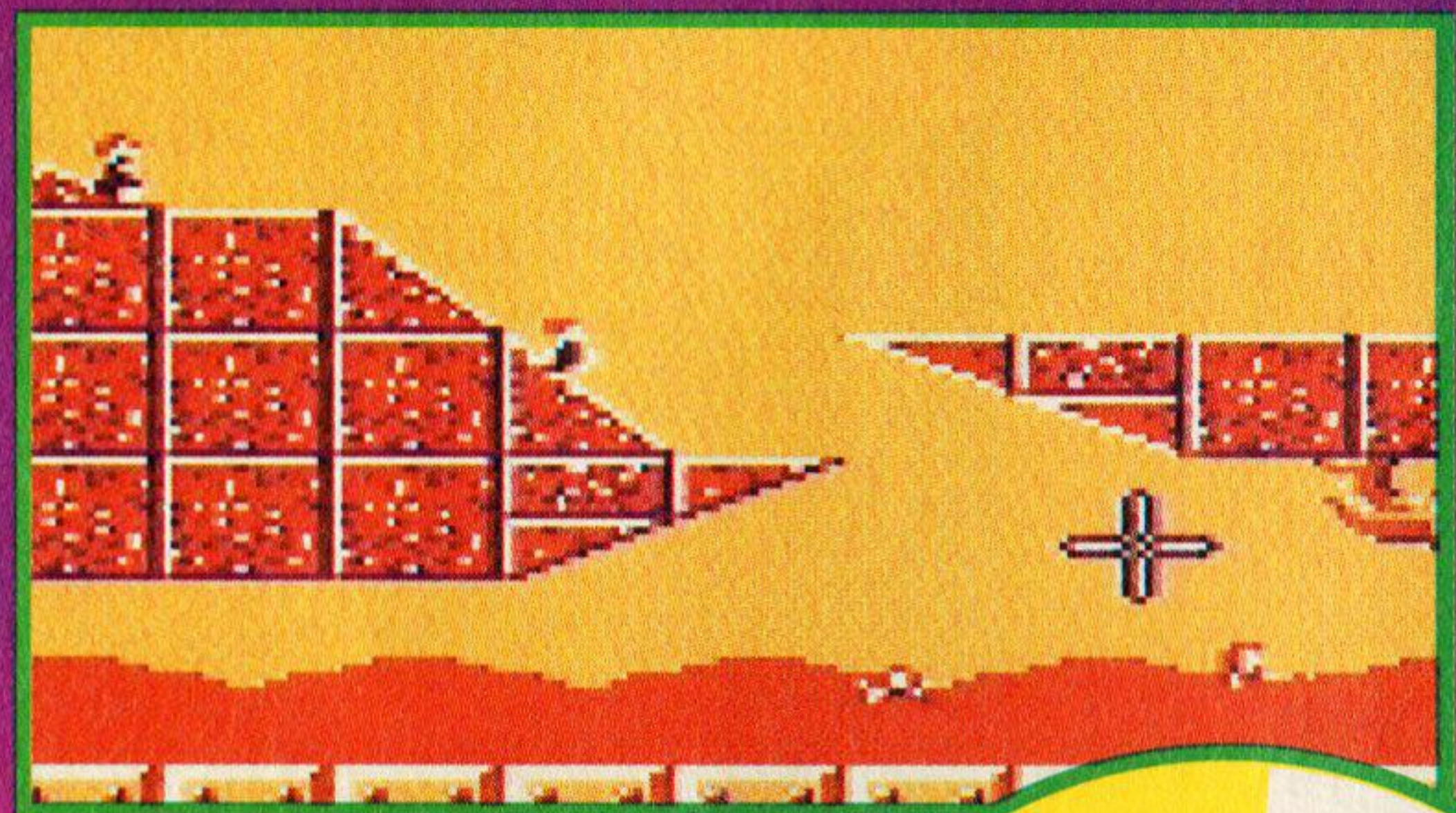
Of course, everyone reckoned that *Lemmings* on the Game Boy

CLIMBERS

The tiny graphics are exquisitely animated and very neat. Huge game, gripping game-play – who says puzzle games are dull?!



92



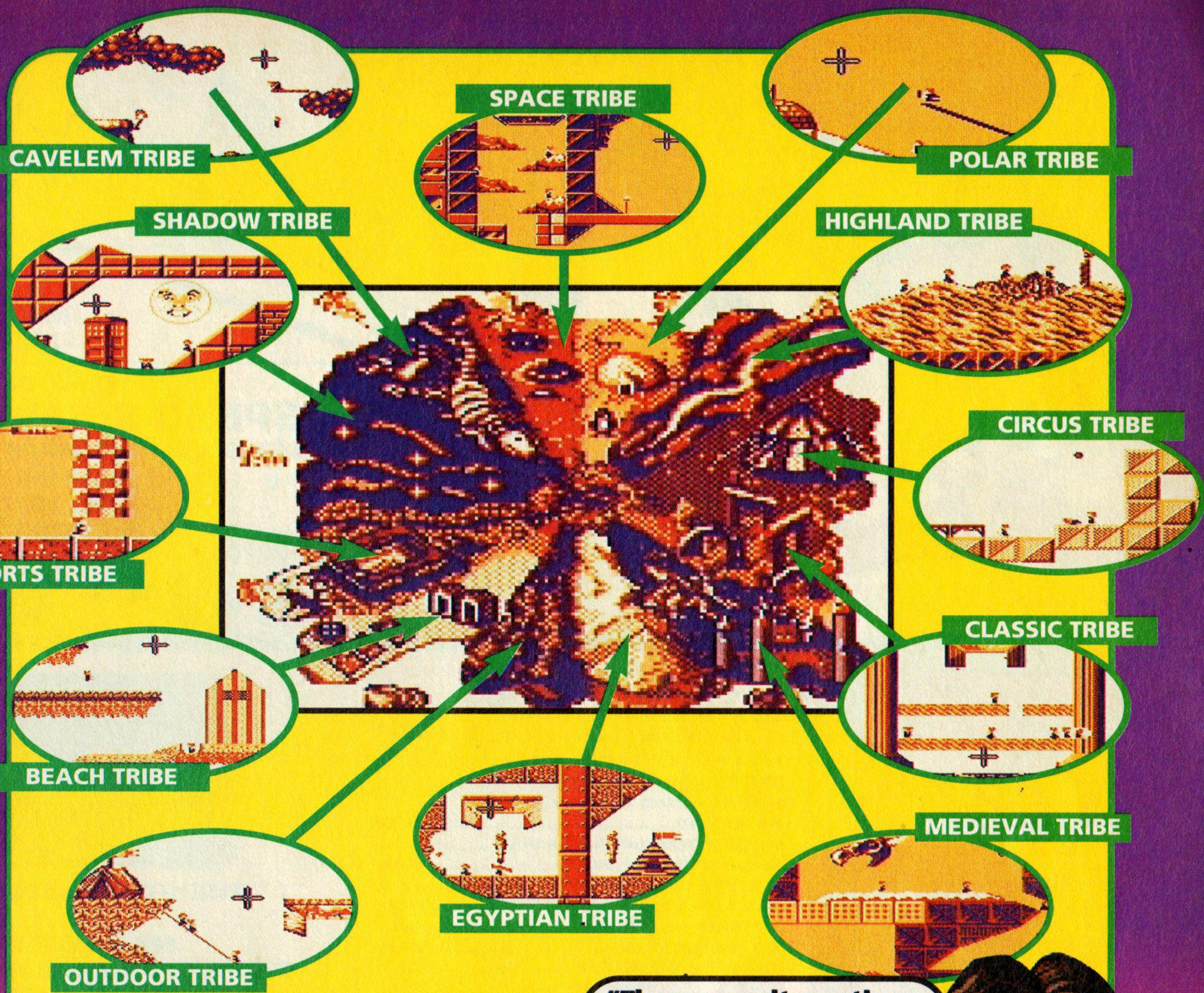
You can't actually see it, that Lemming on the right is kayaking to safety.

just couldn't be done. And then Psygnosis did it and we all thought it was pretty darn good (90%, issue 14). Okay, you only get a handful of Lemmings on screen, and the graphics are weeny, but it retained all the great gameplay elements which made it, er, great.

Lemmings 2: The Tribes doesn't really improve upon the original – it is, after all, the same game. But there's a whole cart full of new levels to solve,

FLOATERS

You could suggest it's just the original Lemmings with knobs on... but so what? The overtly jolly music could do with an 'off' option



The 12 Lemming Tribes all live in harmony on one big, round island. Yeah... I don't believe it either.

and this time the Lemmings are a talented bunch, able to run, jump, fire arrows, hang-glide, fire bazookas, dance, paddle canoes, skate and even walk on ceilings.

At first the 45 different Lemmings abilities are a bit bewildering, but after a few goes (and a quick squint at the instructions) it all becomes second nature. *Lemmings 2* is simply a superb puzzle game, perfectly executed, good looking and un-put-downable. Go on, treat yourself to a second twist of *Lemmings*!

JOSSE

"There are alternatives, but this is the best!"



ANDY SAYS...

There are few Game Boy games of this sort. There's the original *Lemmings*, which is still a stonking little game. Plus *Krusty's Fun House*, which is a *Lemmings* rip-off – but a good one nonetheless. *Humans* goes a bit further but is slow. But then *Lemmings 2* is so good, why go elsewhere?

GRAPHICS

Incredible animation on the tiny Lemmings, plus superbly detailed backdrops. Damn fine intro pics too

8

SOUNDS

Pleasant ditties for each area, the odd beep, and a noise like a cat in pain when a Lemming dies

6

GAMEPLAY

Playable, challenging and utterly addictive. You and your beige chum will soon be inseparable!

9

LIFESPAN

120 levels should keep you going for some time. And saving all the Lemmings will take even longer!

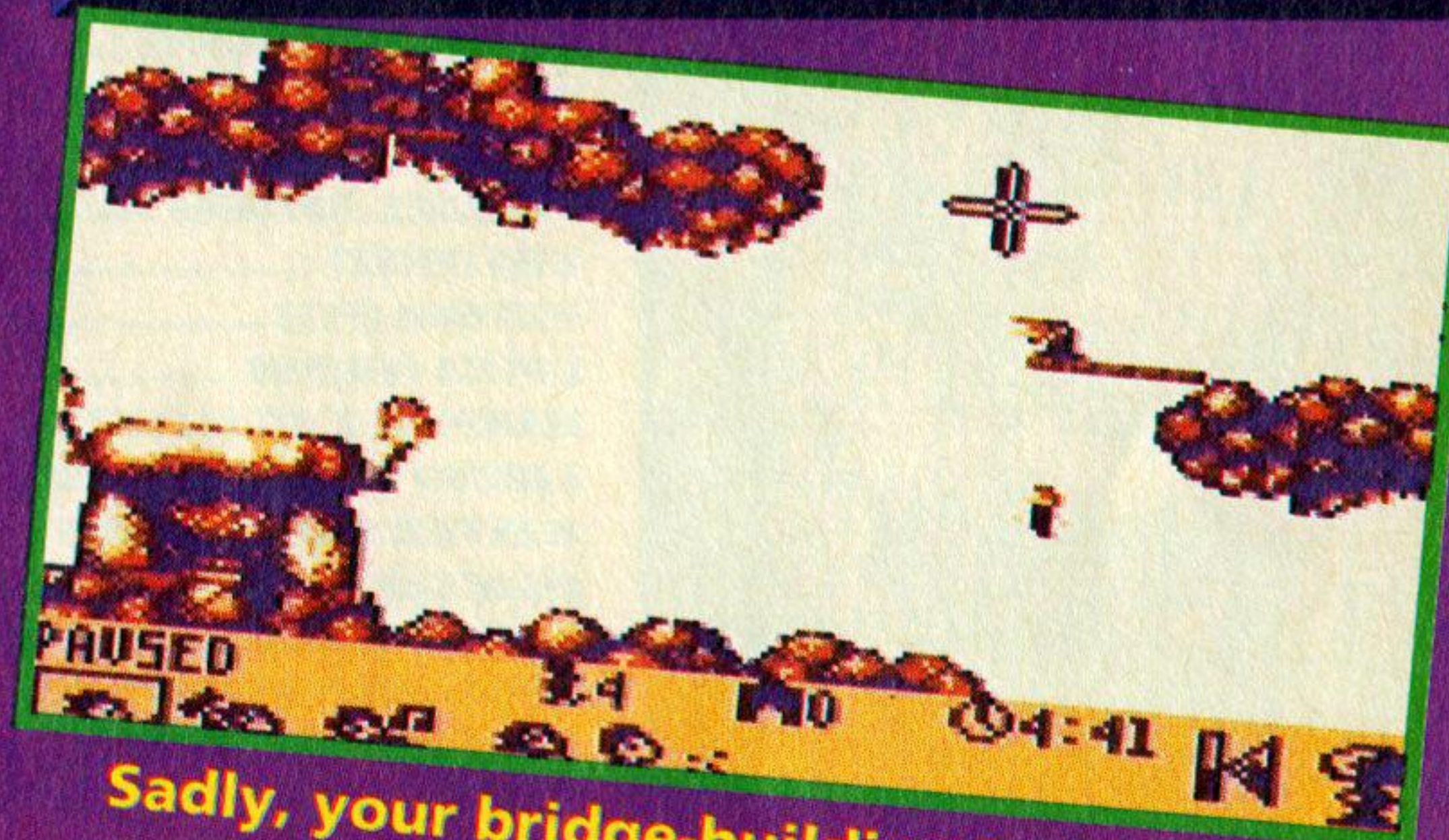
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TOTAL! JUDGEMENT

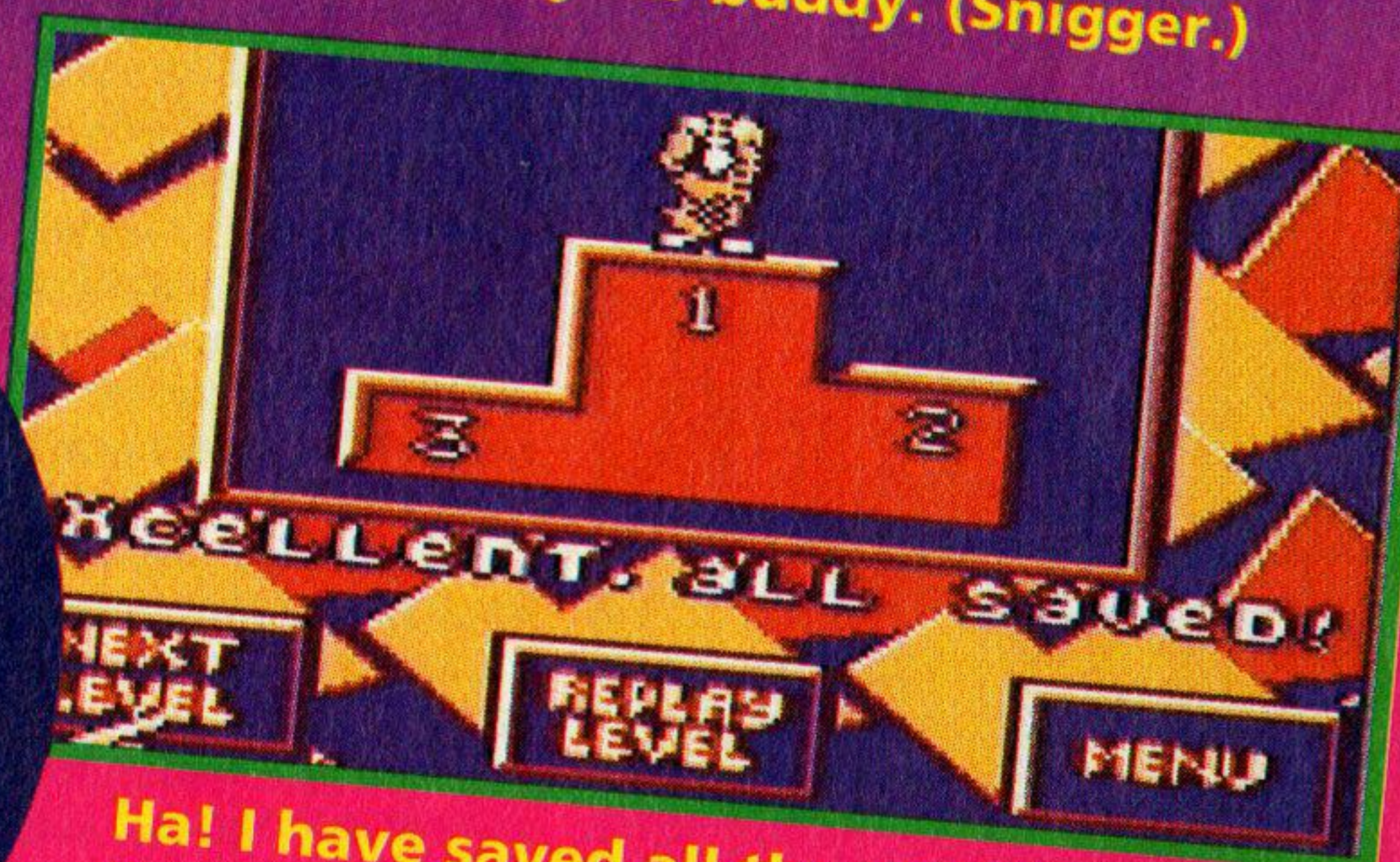
"The Lemmings strike again! A brilliantly executed puzzle game that'll keep your brow furrowed and your Game Boy buzzing for weeks to come!"

TOTAL!
SCORE

92

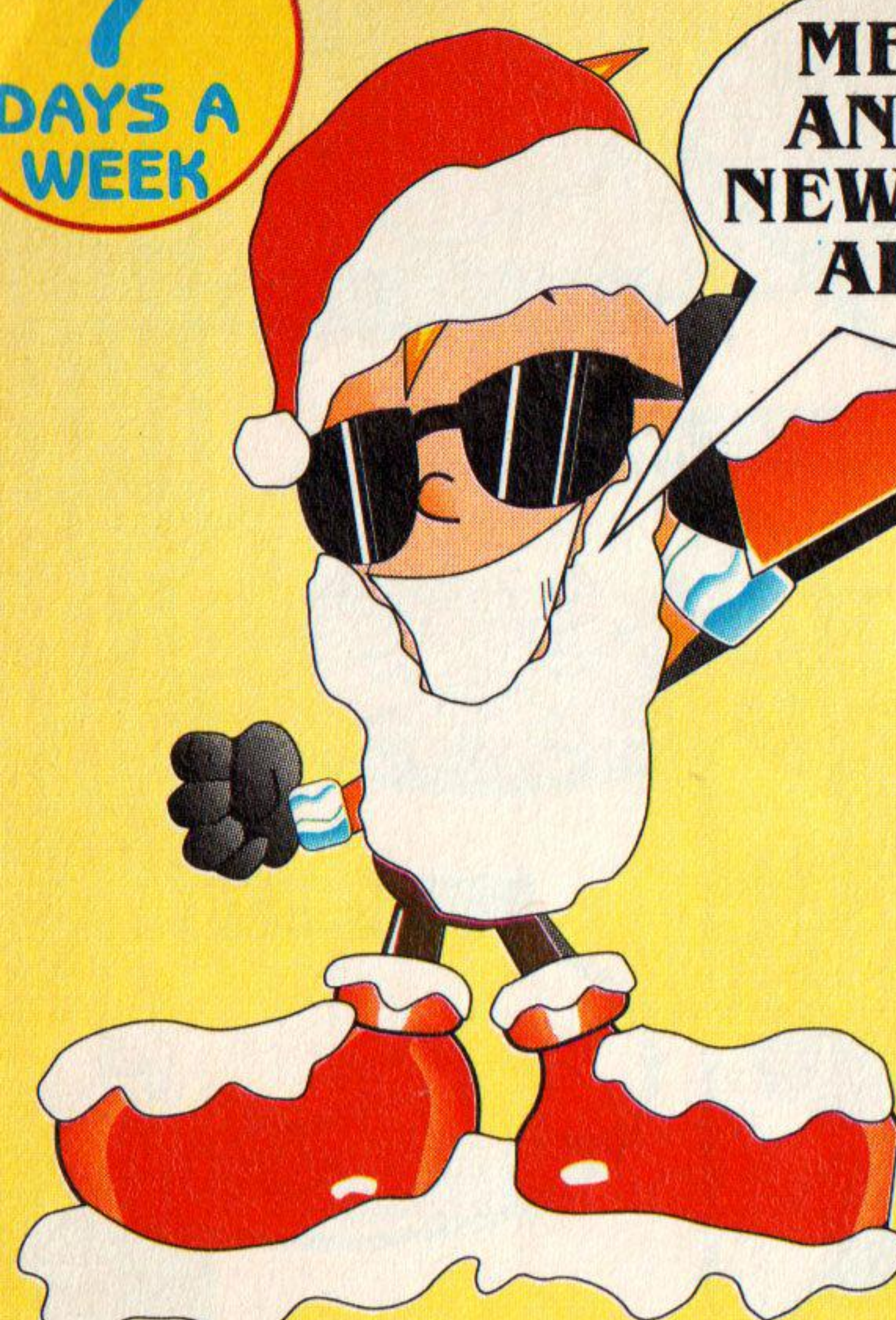


Sadly, your bridge-building isn't fast enough to save your buddy. (Snigger.)



Ha! I have saved all the scrawny Lemmings from doom and win a prize.

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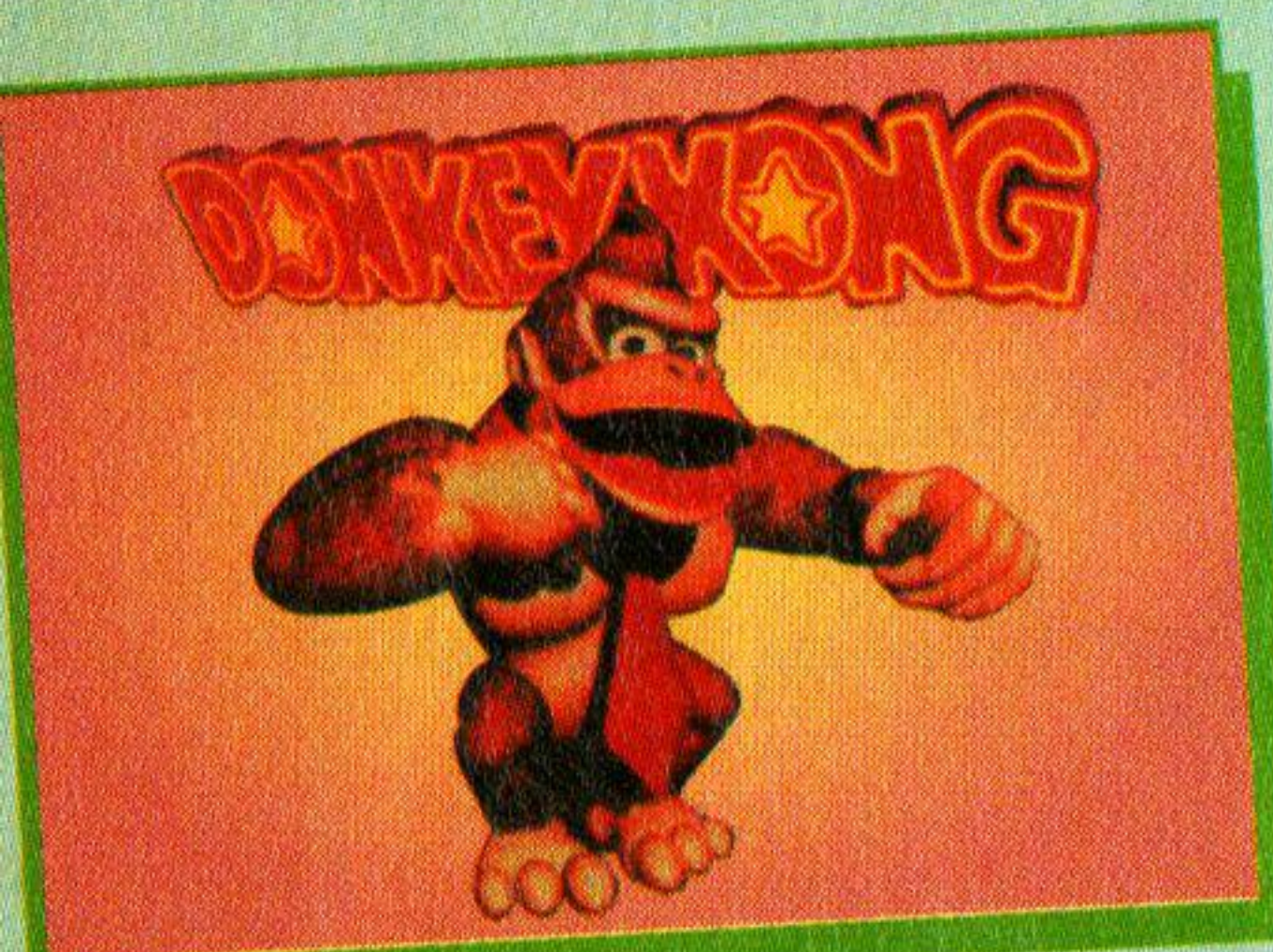
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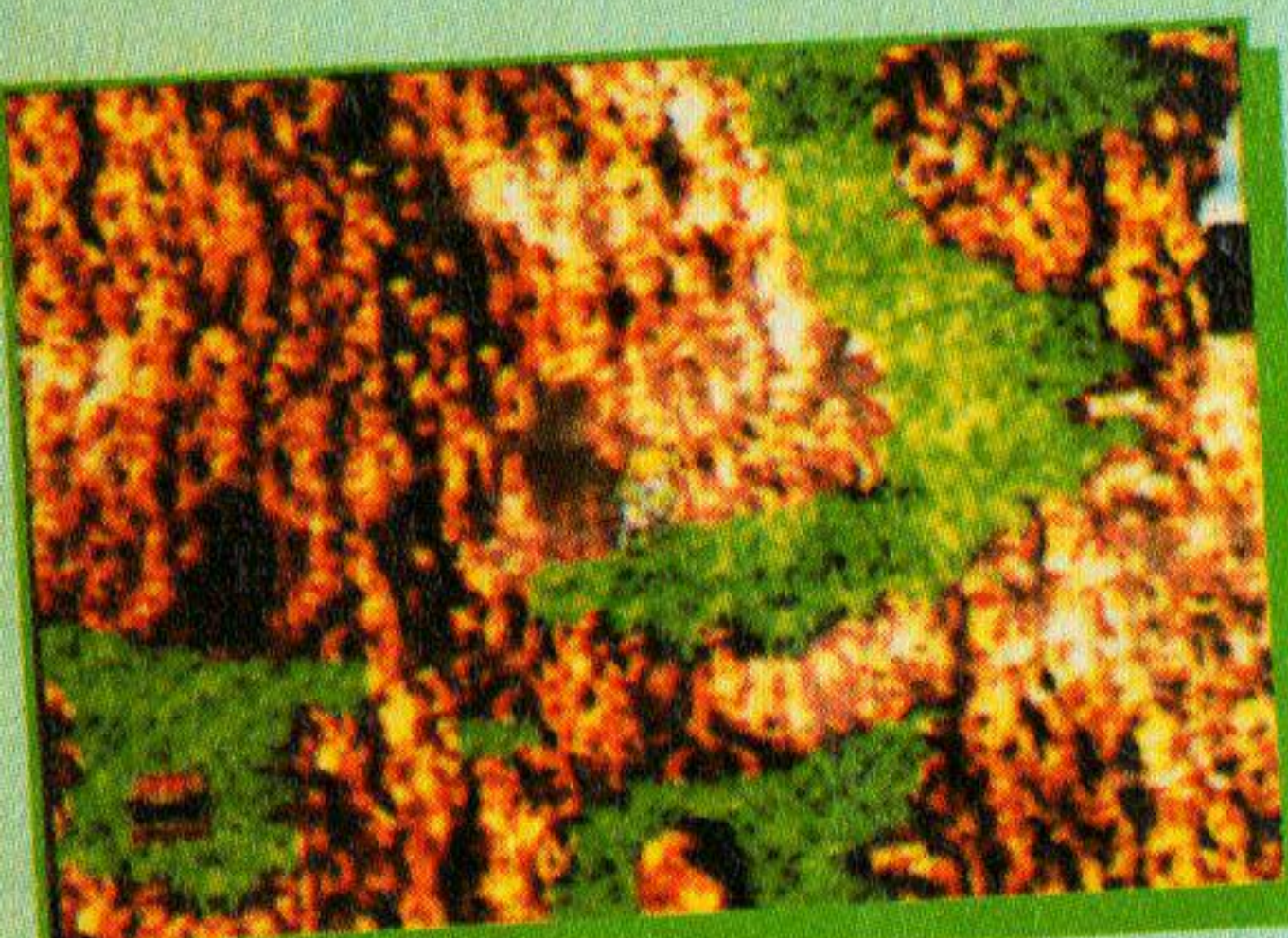
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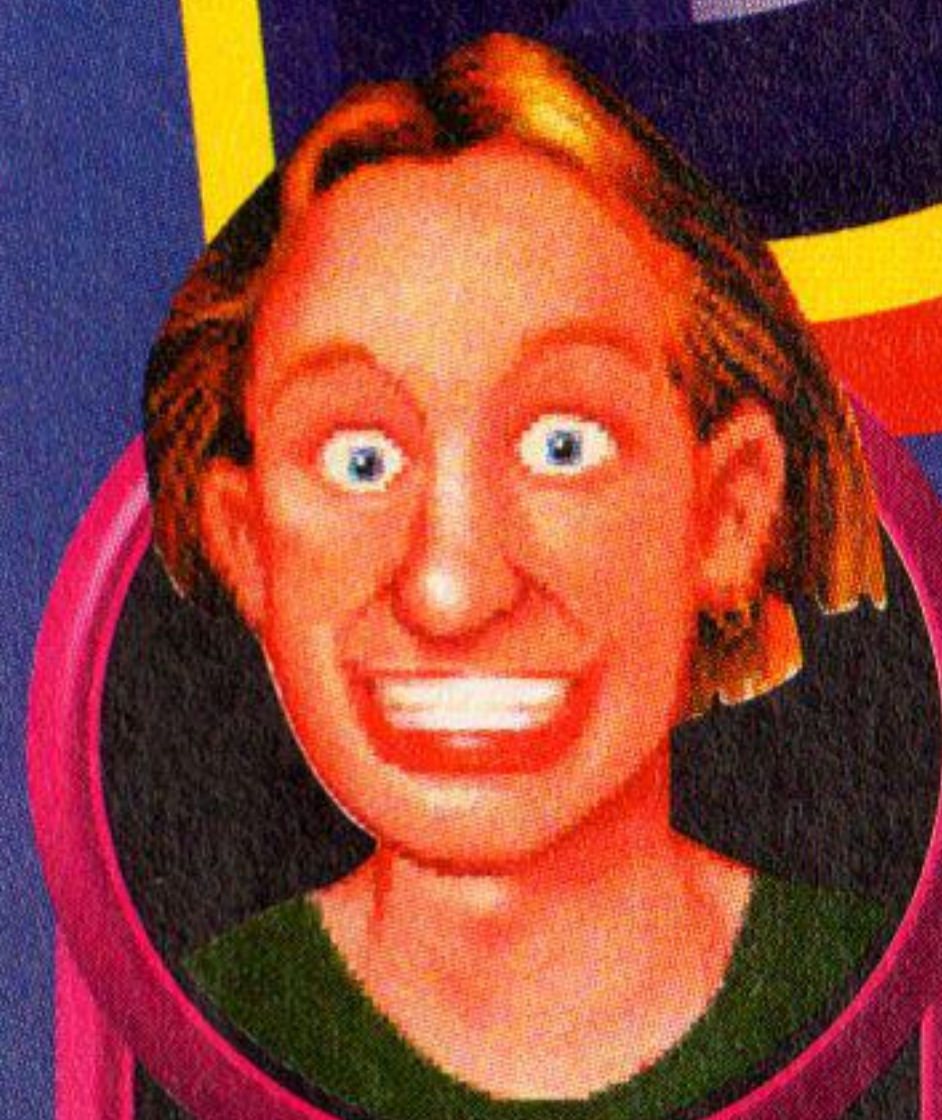
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DAFFEY DUCK

TOTAL!
GAME BOY REVIEW



PLAYERS:
ONE
FROM:
SUNSOFT
PRICE:
£24.99
RELEASE
NOVEMBER

"But my nose is the wrong shape," complained Josse. "Ooyah!" he added, rubbing his newly bill-shaped proboscis.

You must be daffy to play this! It says so on the back of the box. I dunno know about that, but you'd certainly have to be pretty bored. The amusing cartoon antics of Daffy Duck have been turned into a predictable platform game that'll alternately make you gnash your teeth with rage and gaze at the ceiling distractedly. And probably swear quite a lot, too.

The idea is that you're Daffy Duck, and you've got to put a stop to Marvin the Martian's plans to destroy the earth by jumping on some platforms and shooting a few things. To help you on your way, you've got a gun and a jet pack that you can use to fly for a bit.

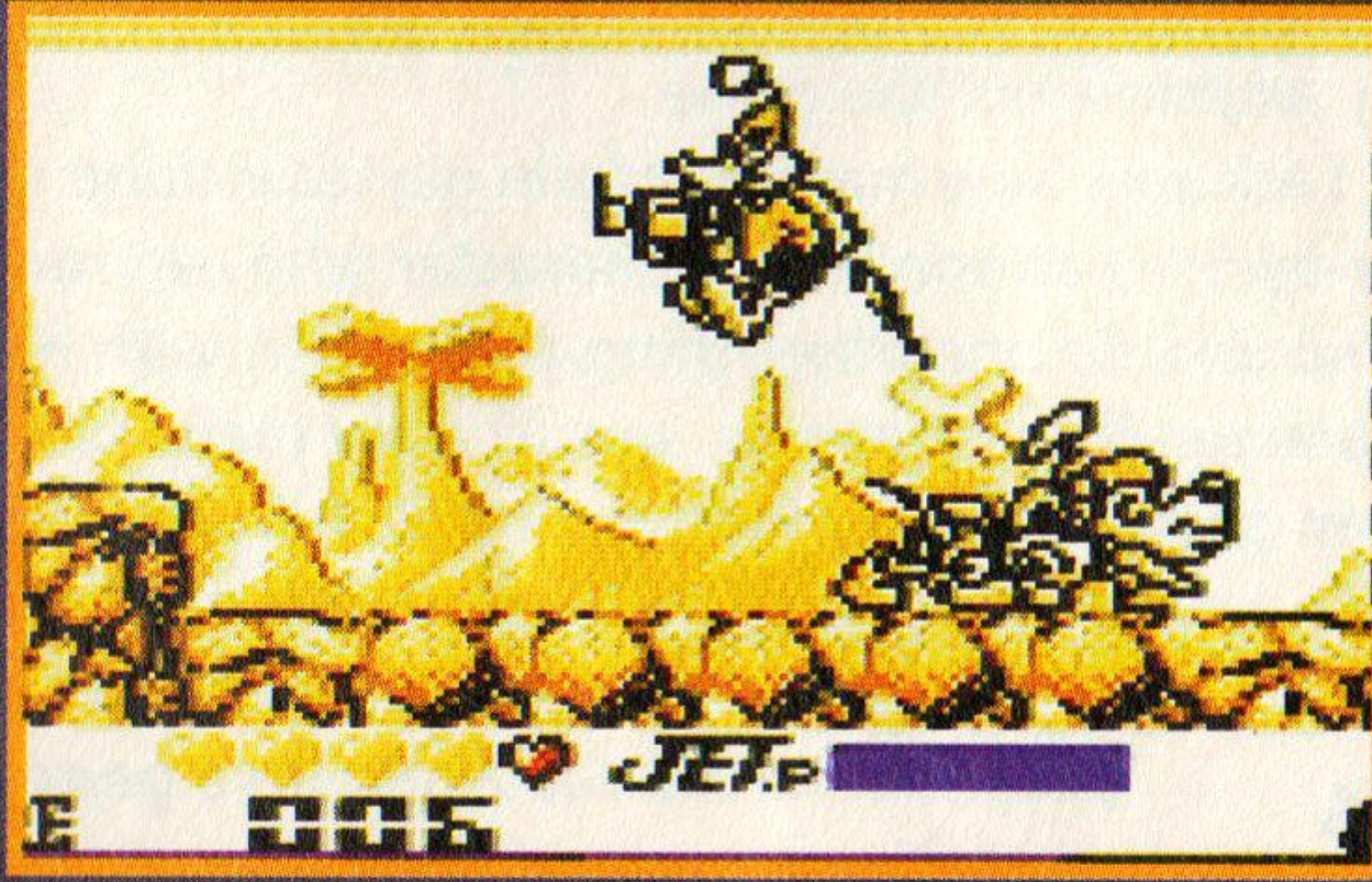
The trouble is, Daffy Duck is a mixture of long, tedious, easy sections in which nothing much happens, interspersed with bits that are frustratingly hard

because they either involve a) jumping across some particularly tricky platforms where you'll inevitably plunge to your death sooner or later, or b) baddies suddenly appearing on the screen and killing you with no warning. And every time you die you've got to plod through the long, easy bits to get to back to the hard bit you got killed on.

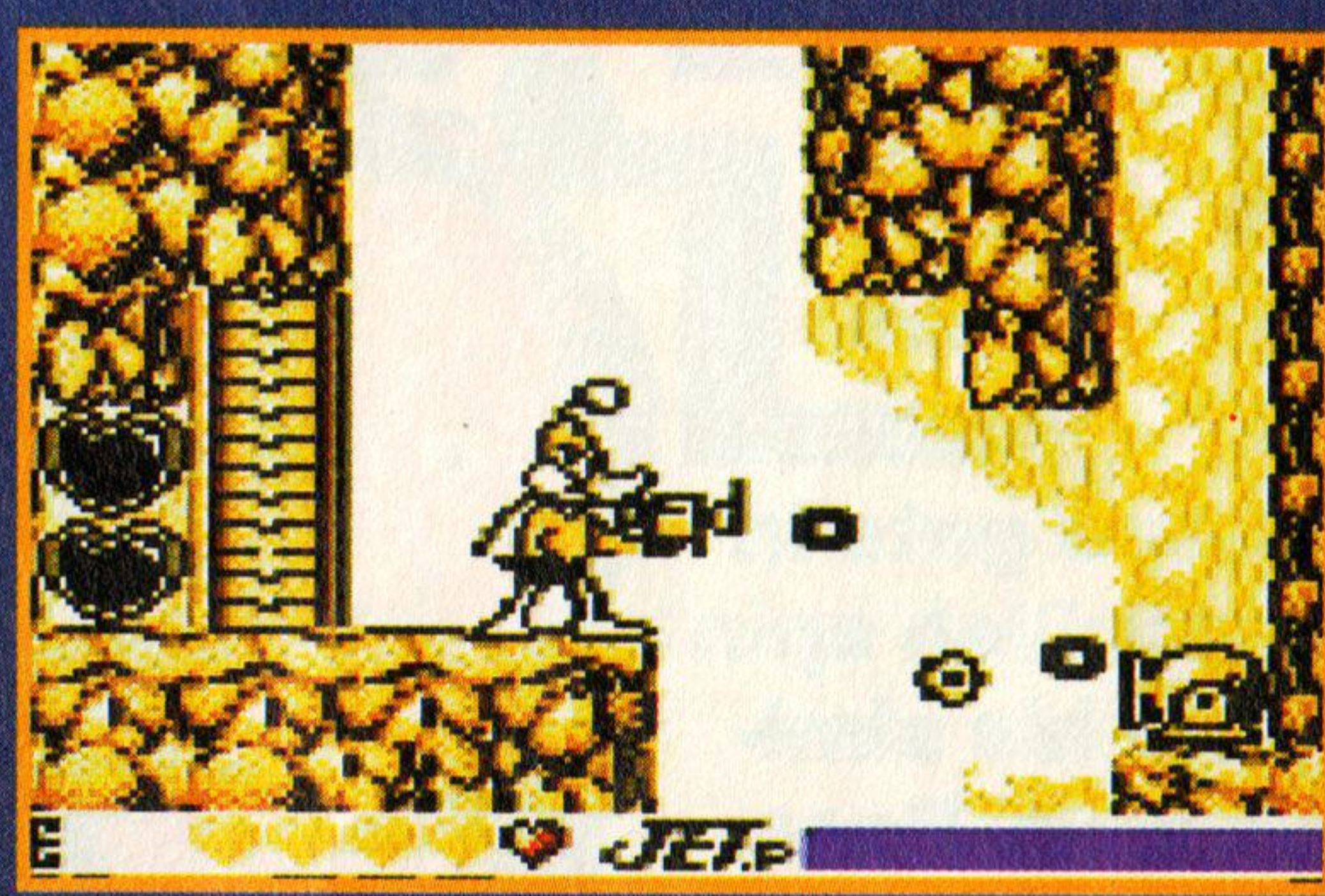
The graphics are okay, and in a way, its irritatingness made me determined to play through to the end. But it's really just a second-rate Mario Land-a-like, and deserves to be poked with a biro 'til it cries. **JOSSE**

QUACKS
It taunts you enough to keep on playing the damn thing

QUIRKS
Boring, then annoying, then boring, then annoying etc



Our intrepid hero farts his way across... (Don't you think the fart gag is a little obvious? Andy)



It's non-stop action all the way with ol' Daffy isn't it? Or is it? Well frankly, no.

GRAPHICS

There are nice big platformy characters, but disappointingly bland backgrounds

7

SOUNDS

The alright-ish effects don't make up for the terrible, terrible tunes

5

GAMEPLAY

Annoying and dull in roughly equal proportions. Difficult for the wrong reasons

5

LIFESPAN

You probably want to play to the end, and to be fair, it's reasonably challenging

6

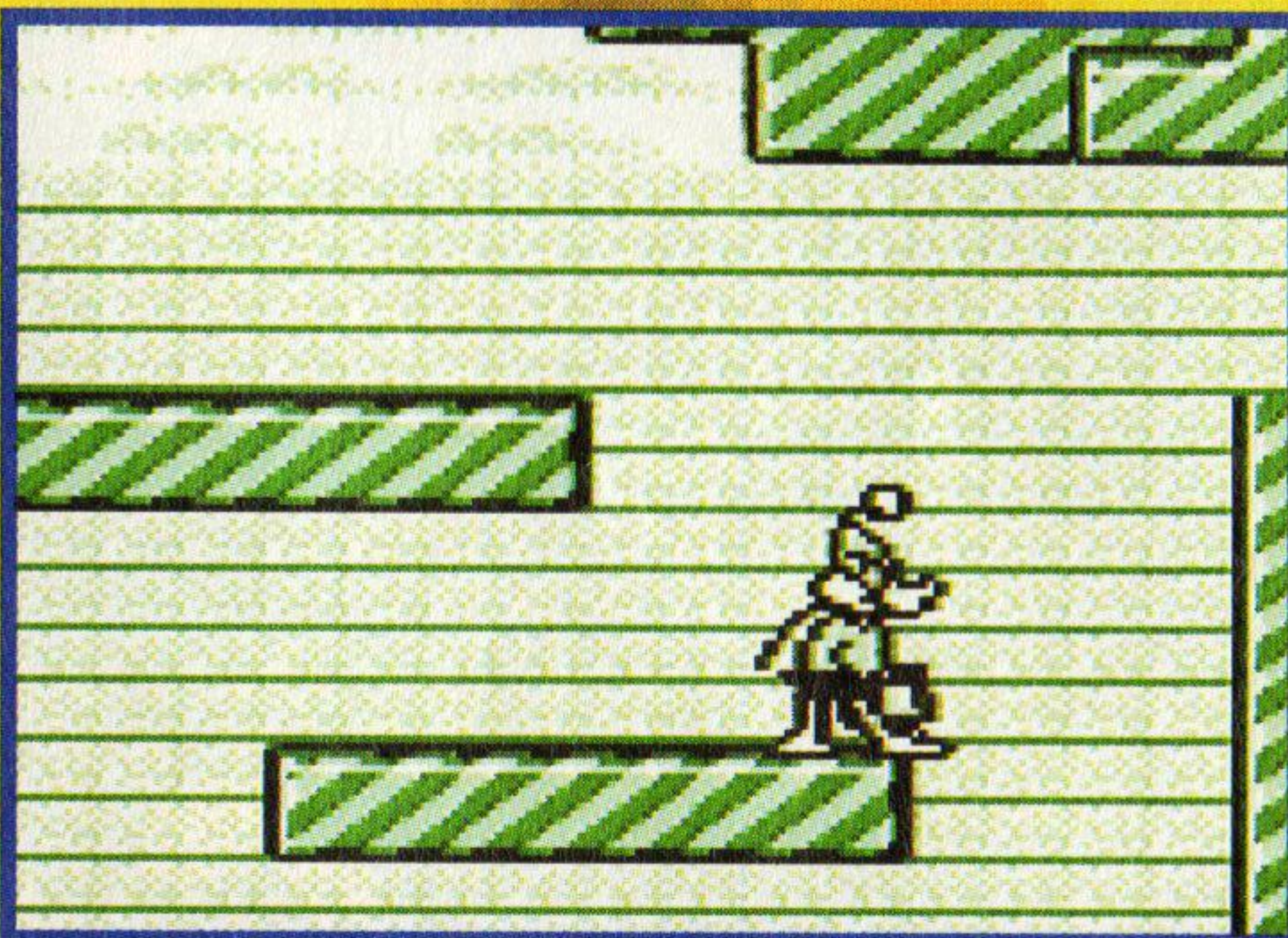
TOTAL! JUDGEMENT

"Daffy's cartoons are funny to watch. This game is just a bit dull to play. And it's damn irritating, too. Bleaaaargh!"

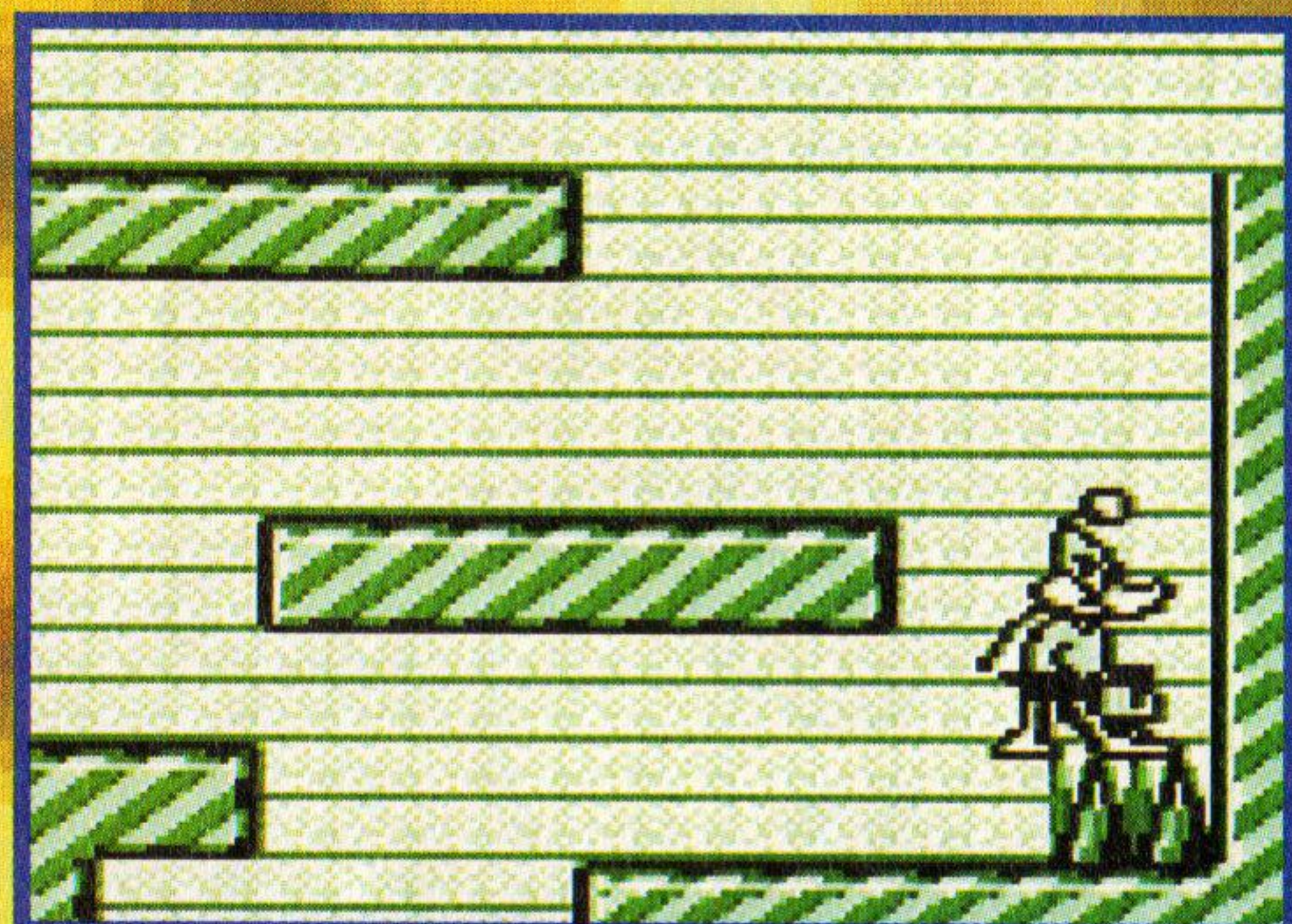
TOTAL! SCORE

60

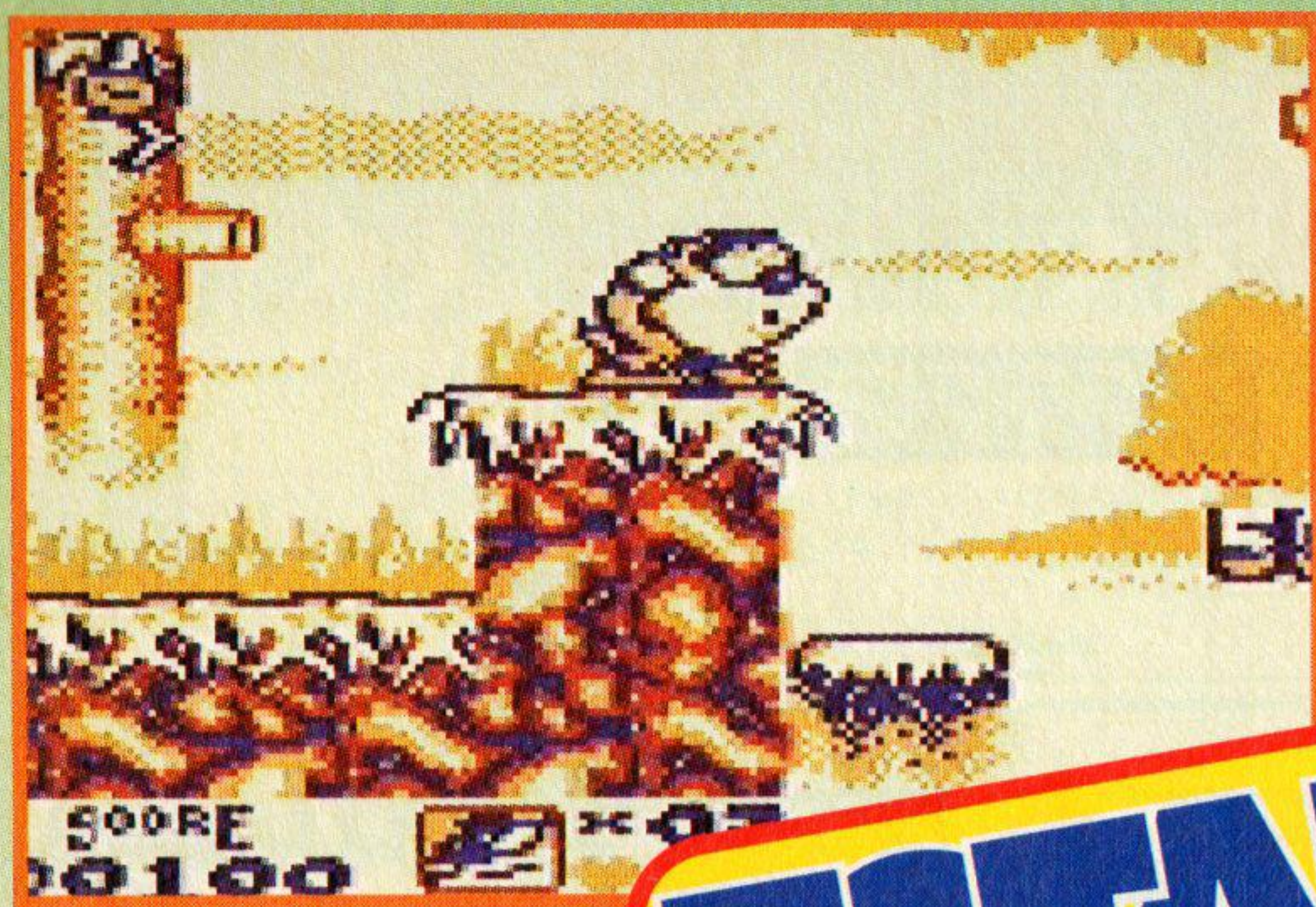
Hmmnn....



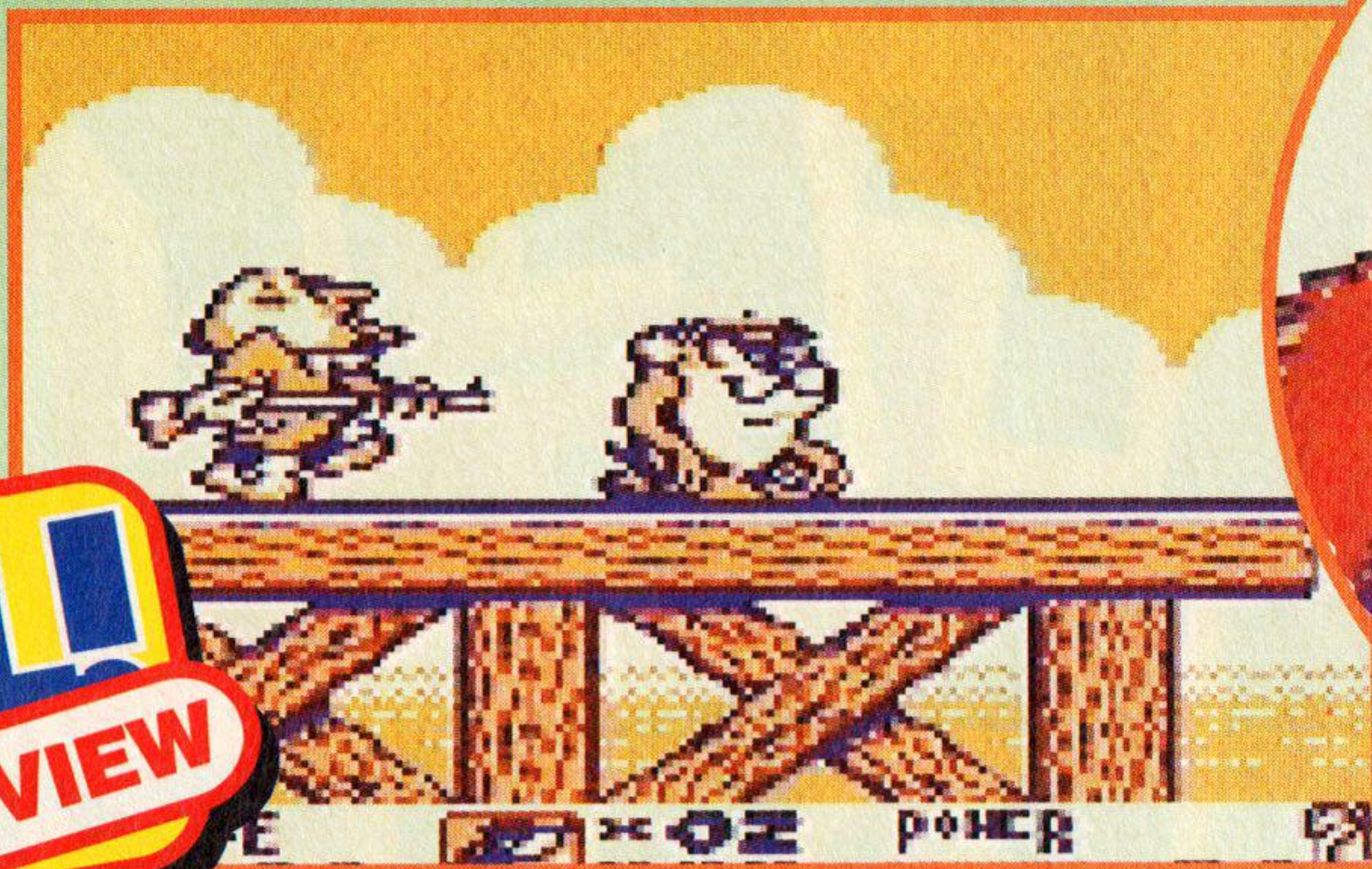
I wonder what'll happen if I jump straight off this platform.



Oh. There are some horrid lethal spikes down there. Cheers then.



There's very little that you can do when faced with a shotgun. Spin, maybe?



TOTAL!
GAME BOY REVIEW

TAZMANIA 2

Josse gets in a devilish spin with his similarities. Poor little chap!



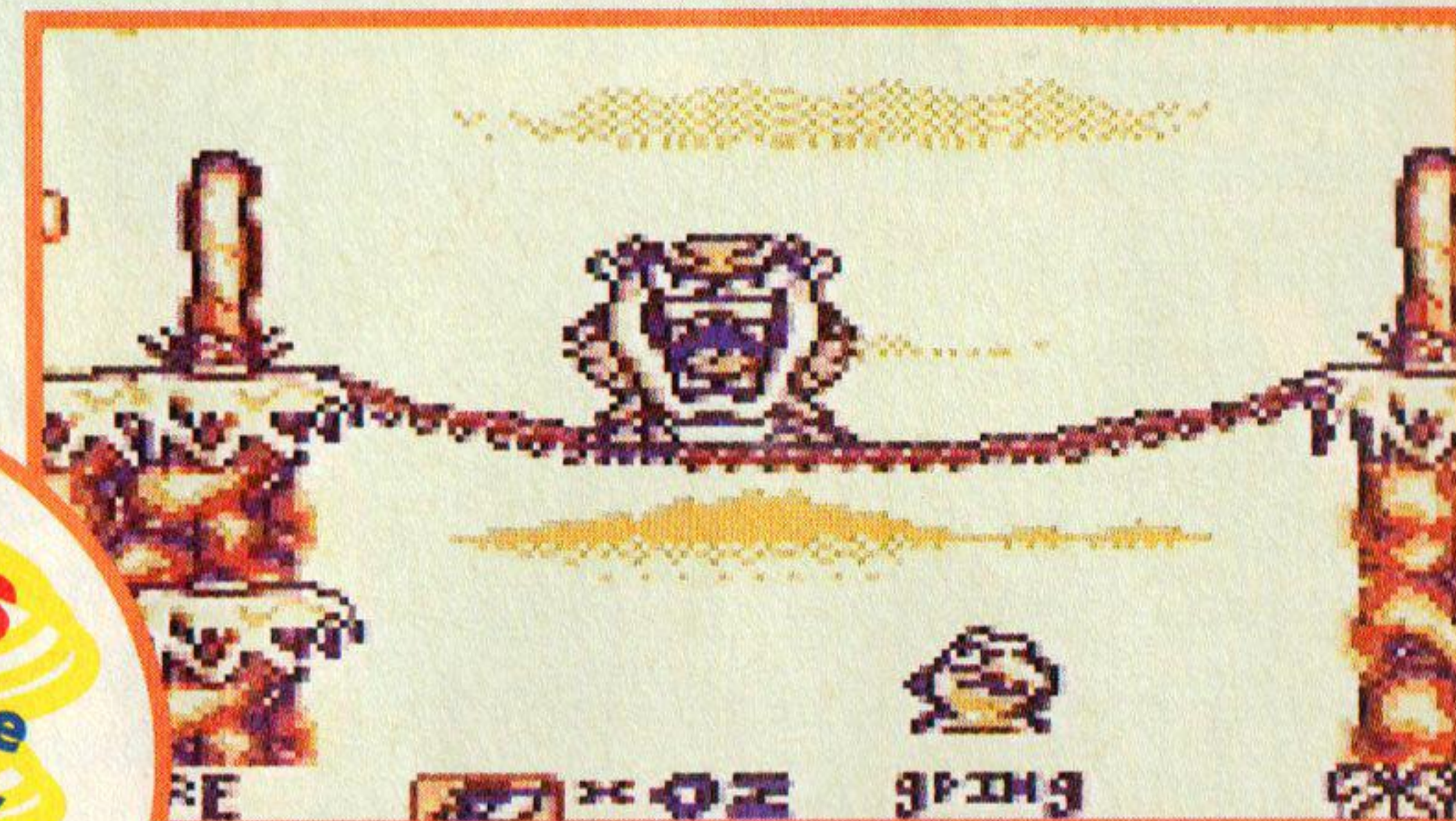
PLAYERS:
ONE
FROM:
SUNSOFT
PRICE:
£24.99
RELEASE
NOV

A lot of things are similar – to each other that is. Twins, for example, are sometimes very similar, indeed. To get to the point I must tell you right now, with an absolute minimum of bush-beatage (around), that this game is very similar indeed, too. The thing is, it isn't very similar indeed too, to anything I can put my finger on. That is to say, it's similar to such a wide range of other platform games that I can't even name them. I should point out right now for those people who aren't



Hang on, I've got an idea, I'll try spinning.

CHINS
It's just like playing any other platform game. A mimic



Oh good, here's the rope bridge. Time for a yawn, I suppose.

following this lot too well, this is actually a criticism of the game.

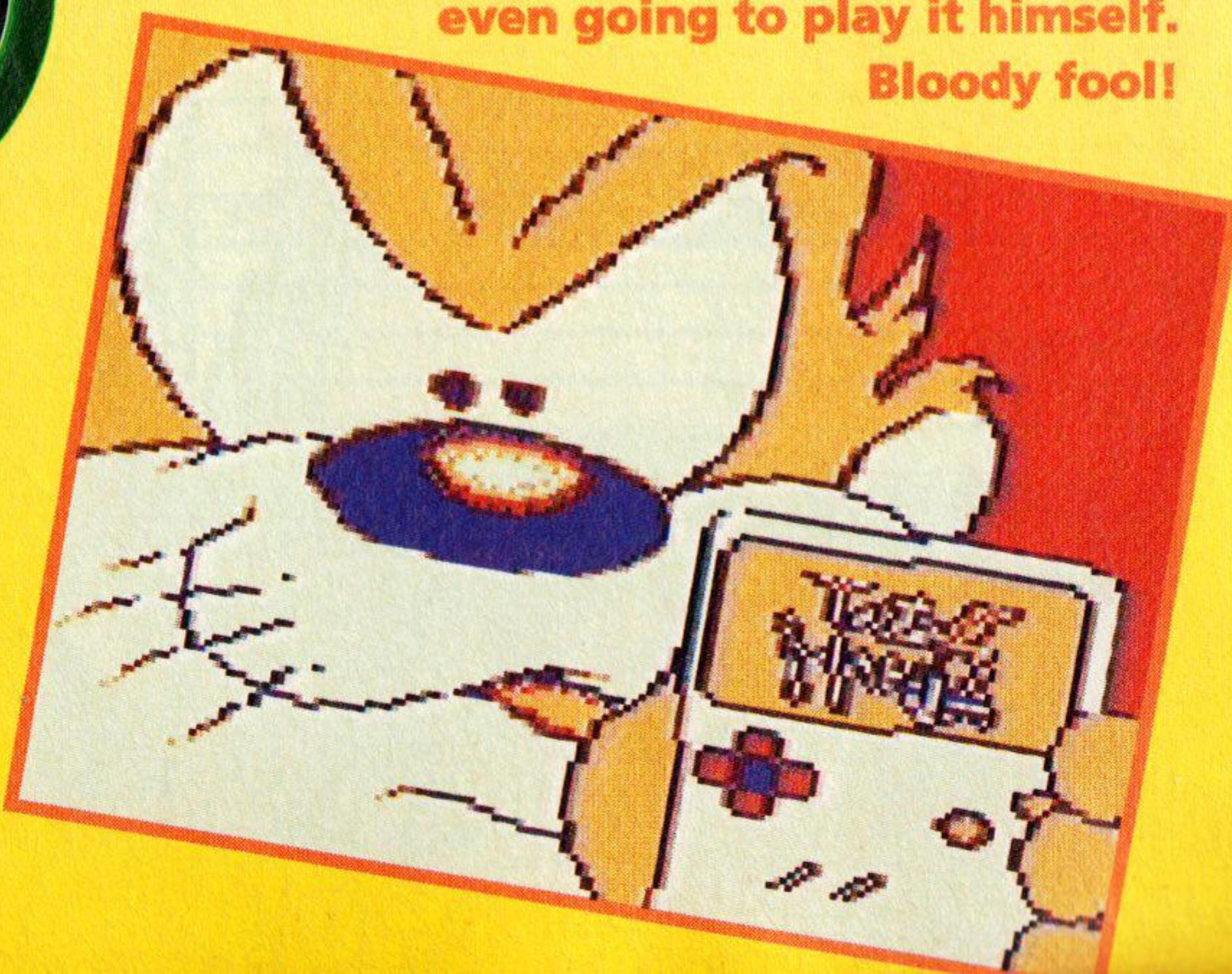
I ask you, how many platform games include: A ker-ay-zee cartoon license character who can run, jump and do one other thing that ties in with his character (Taz, of course, spins)? How many platform games include: Platforms that fall away as you land on them, platforms that move from side to side, platforms that appear and disappear (In the Taz 2 case it's a geyser that shoots up and then goes down and then... nasty birds that damage you. Yawn)? Even bloody rope bridges have been over done!

It's no surprise, then, that Taz 2 has the bloody things right from the start. It's also no surprise that I can't recommend this game and unfortunately it's no great surprise that this platform game is no surprise at all. I thank you.

JOSSE

T!

Taz is so chuffed with his game he's even going to play it himself. Bloody fool!



SPINS
A very good looking Taz, very well animated

"It's not very good"



ATKO SAYS...

I reviewed Aladdin last month (88%) and it's great and has swinging and everything. I'd recommend that. Actually. It's very good and that, at least, is one thing that's different about Taz 2 – it's not very good. Really. There are lots better platformers around.

GRAPHICS

Not bad. Taz looks really good and the backgrounds are quite acceptable, too

8

SOUNDS

Blinkyblinkybloodybleep. ie absolutely nothing you've never heard before

5

GAMEPLAY

There's nothing there that grabs you at all. Sorry, but it's all a bit sad

6

LIFESPAN

Lifespan? Outspan more like. Only small ones aren't always juicy. Err...

4

TOTAL! JUDGEMENT

"There's nothing distinctive about it. Erm, the roller coaster's a bit different, but not very much. Anyway, it's not very good"

TOTAL!
SCORE

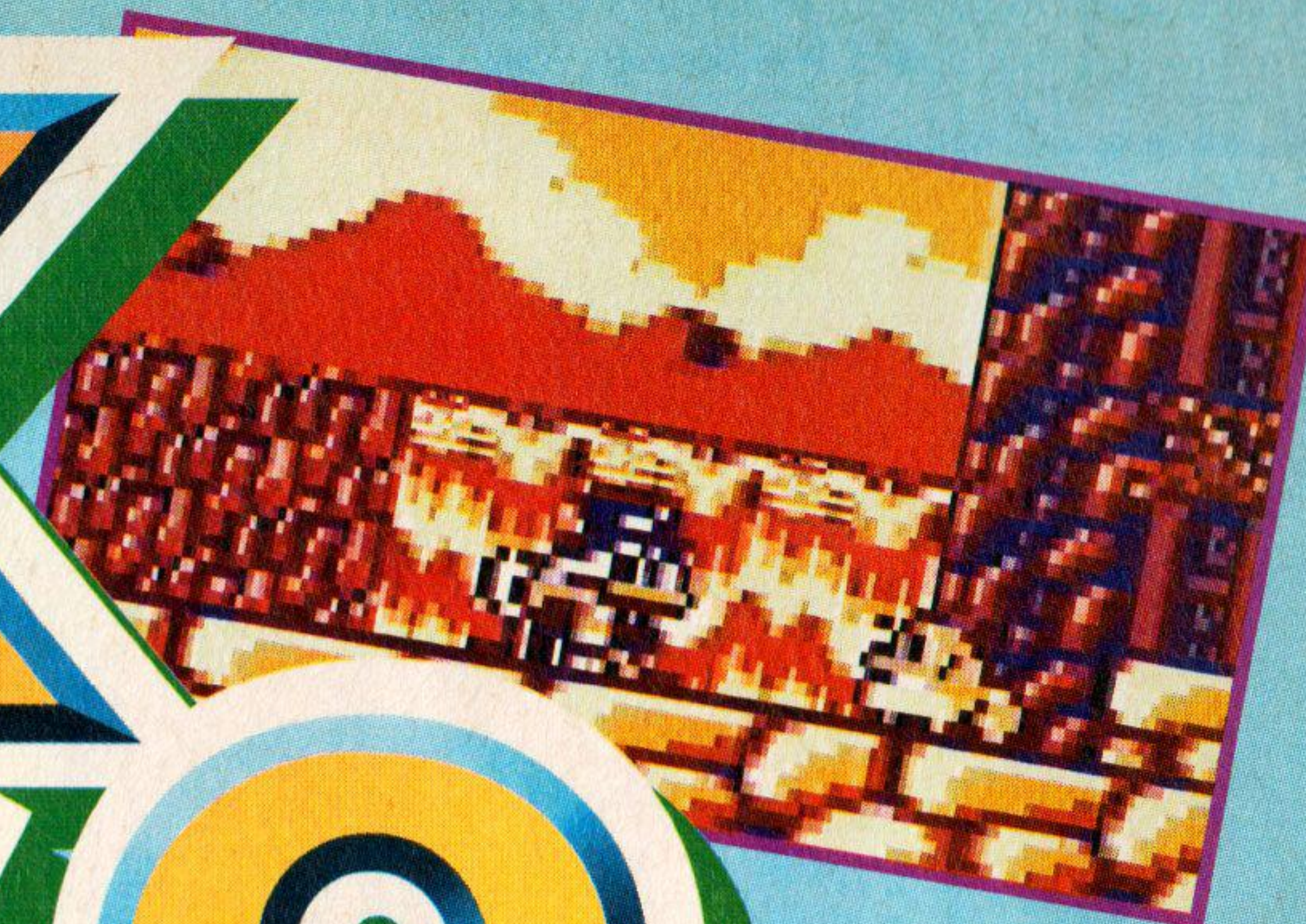
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DUCK TALES 2

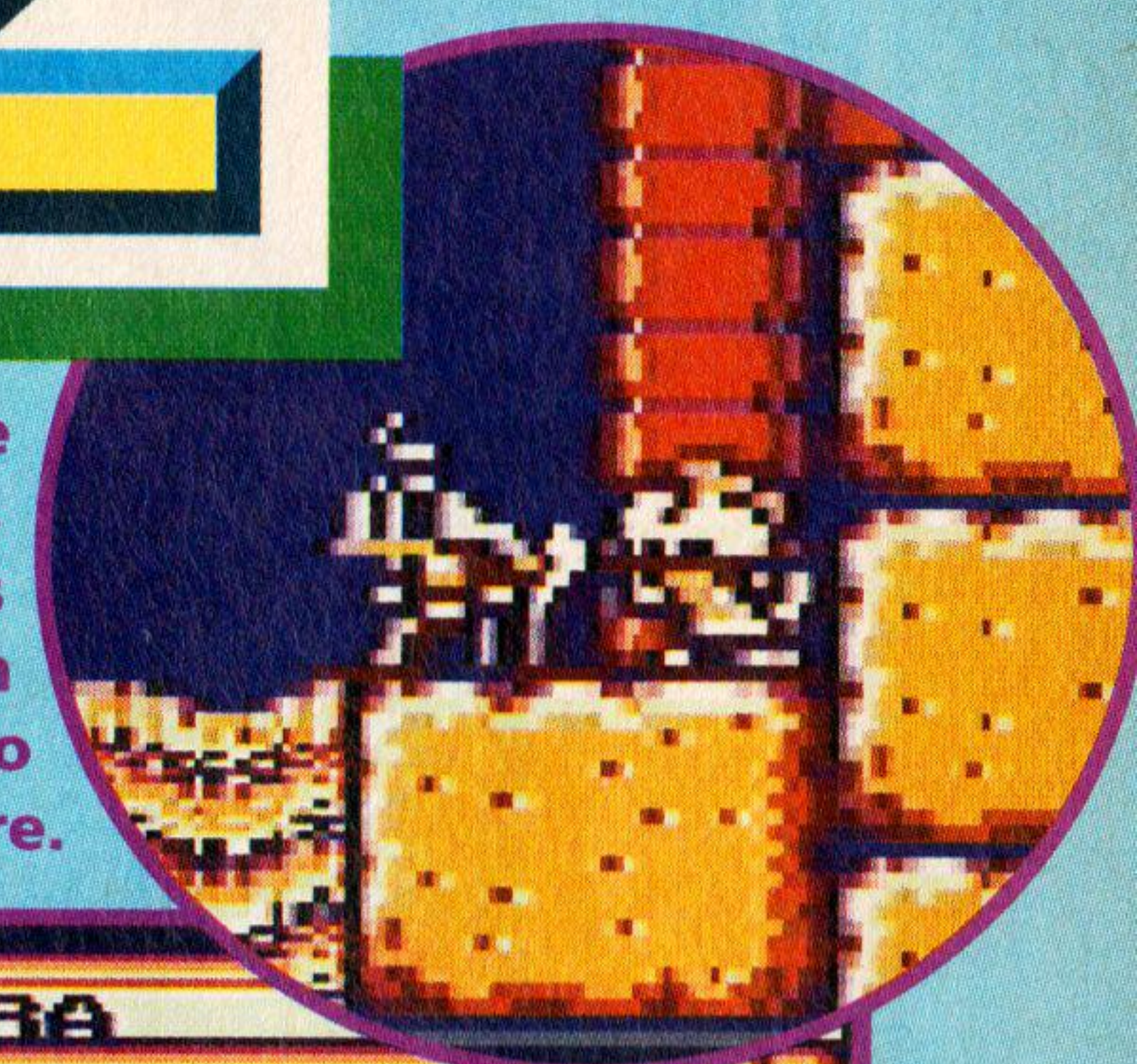
TOTAL!
GAME BOY REVIEW



PLAYERS: ONE
FROM: CAPCOM
PRICE: £24.99
RELEASE: NOW



At least there aren't any rope bridges...



... at least none that we found, and there is plenty of stuff in the game to explore.

Travel the world with Josse. Meet wonderful people and visit exciting locations. And Scotland. Dressed as a duck.

SUCKS
Collision detection isn't perfect, and it's derivative and formulaic

Uncle Scrooge is being pestered by his nephews to travel around the world, collecting treasures. If it was real life, he'd box their ears and tell them to shurrup, but being a kindly duck, off he goes.

And straight into a platform game. As you drive Scrooge around the levels, you'll get big deja vu feeling. As you drive Scrooge around the levels, you'll get a big deja vu feeling. See? It feels like that, and it's caused by the fact that there isn't really anything new here.

DUCKS
Big and neat looking, you can easily get into it

You jump across gaps and over baddies, you spear them with your umbrella and you collect power-ups and jewels along the way. There are

secret rooms and extra bonuses scattered around, and Huey, Dewey and the other one occasionally pop up to give you a few kindly words of advice. It's well done, and the game is certainly playable (and large enough to keep you going for ages), but you'll have seen it all before. So, thanks Capcom, for another decent platform game involving cartoon characters, but could you do something a little different next time? Cheers. **JOSSE**



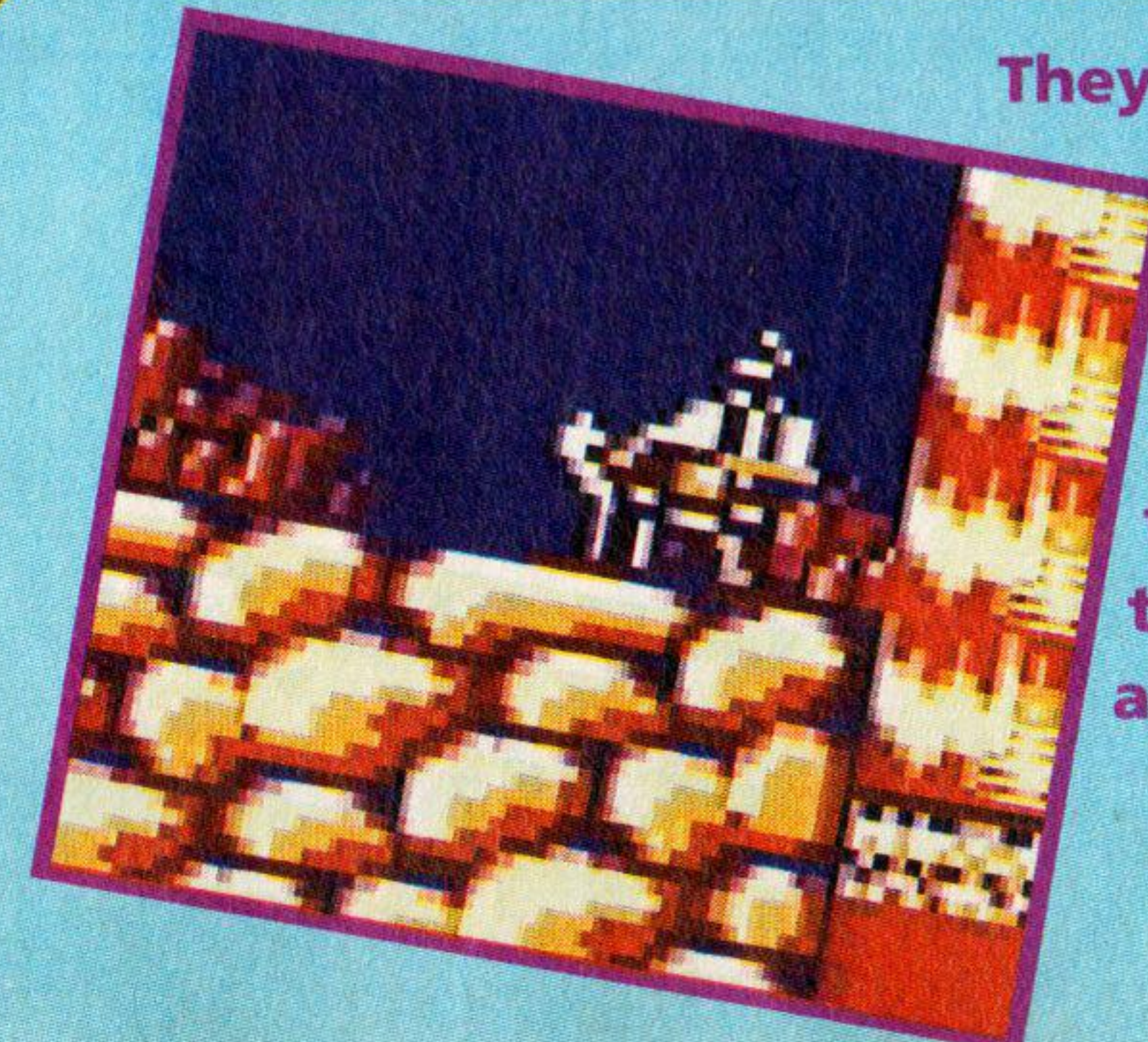
GO AWAY YOU IRRITATING WRETCHES!

At certain points on each level, Uncle Scrooge's annoying nephews pop up and give him advice on how to get through the next bit, or where to find the treasure or something.

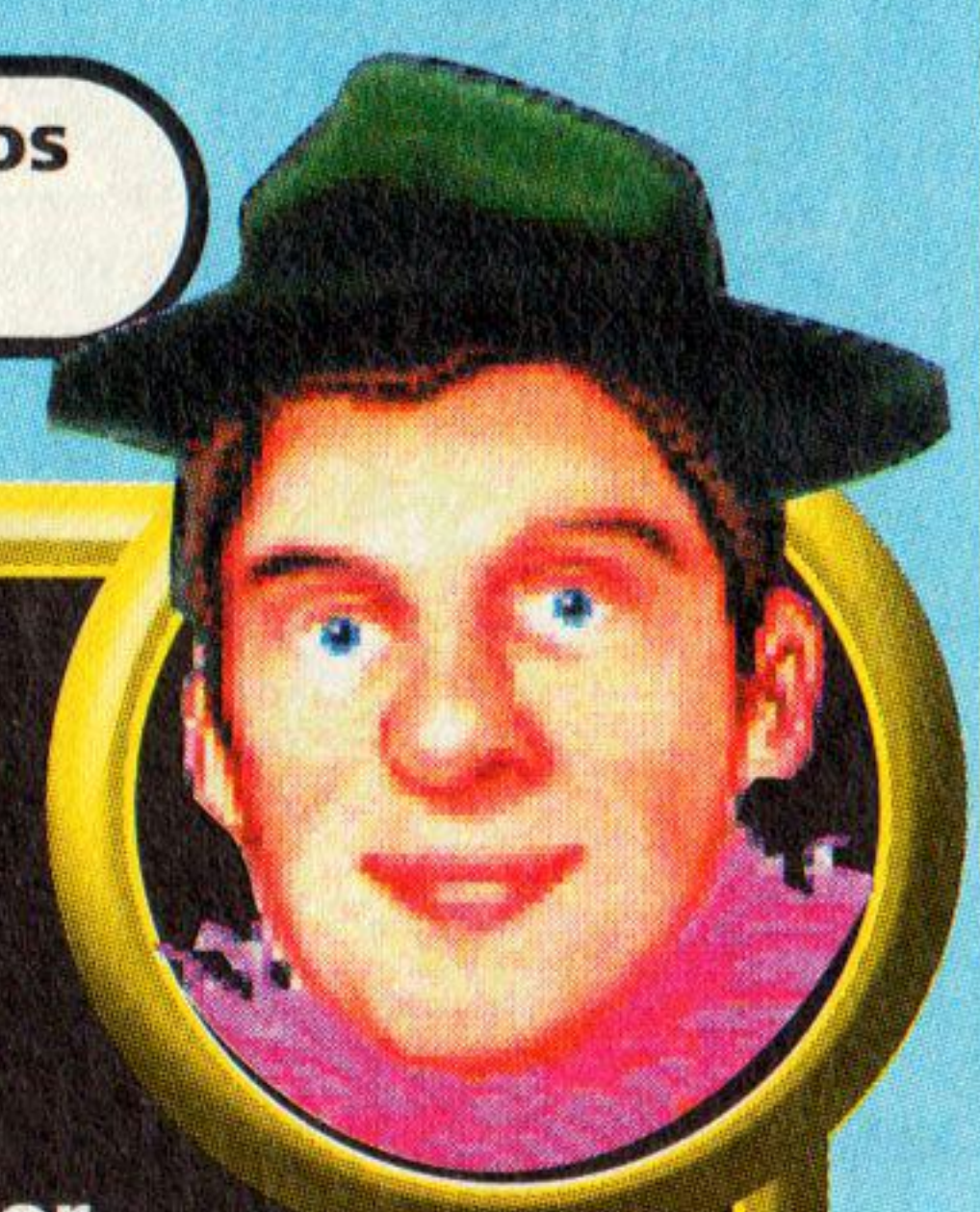
It's a great pity that you can't leap on them and spike their fluffy heads with your razor-sharp umbrella.



They might not look it here, but the graphics are amongst the best of the game's assets.



"Josse only likes this cos he's a big softy"



ATKO SAYS...
The collision-detection seems a little faulty with this game. If you leap over something, even if only by a pixel or two, you expect to survive. But get close to some of the bad guys in this game, and you're history. The whole thing's infuriating and I'm going to bite my bathtime sponge to pieces in tearful frustration now.

GRAPHICS
The Duck family look good, and there are lots of packed backgrounds. Fine all round **8**

SOUNDS
Little tunes and the odd squeaky boing is what you'd expect, and it's what you get **8**

GAMEPLAY
Well, it's another of those competently-programmed platform game, innit? **8**

LIFESPAN
There are five scenarios and plenty to see and do. It'll last for ages if you can **8**

TOTAL! JUDGEMENT
"There's nothing wrong with Duck Tales 2, but there's nothing exciting either. If you're looking for another platform game, you've found it"

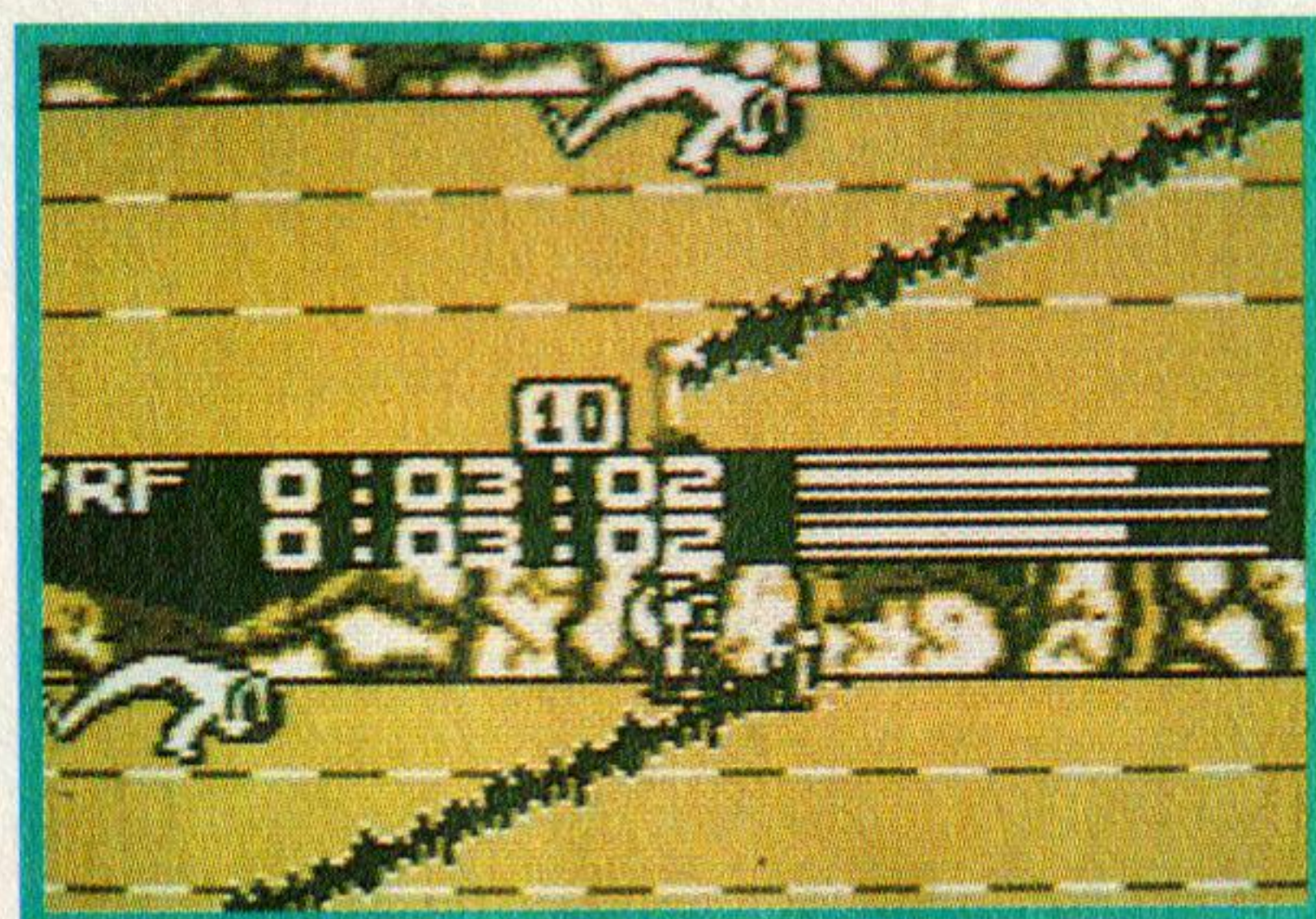
TOTAL! SCORE **77**

OOIE GOOIE TITLE

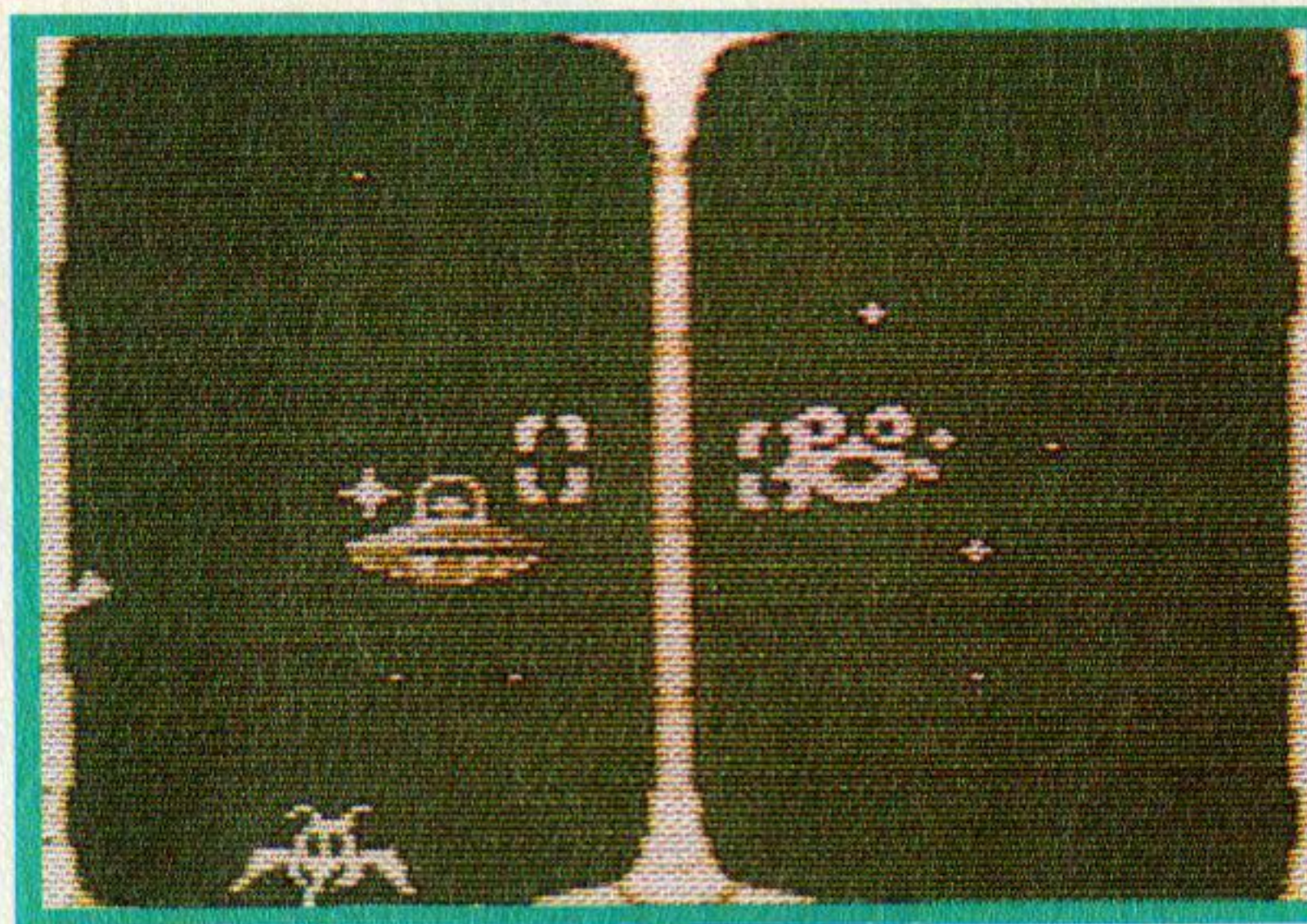
holds onto the

BIG bounce champion

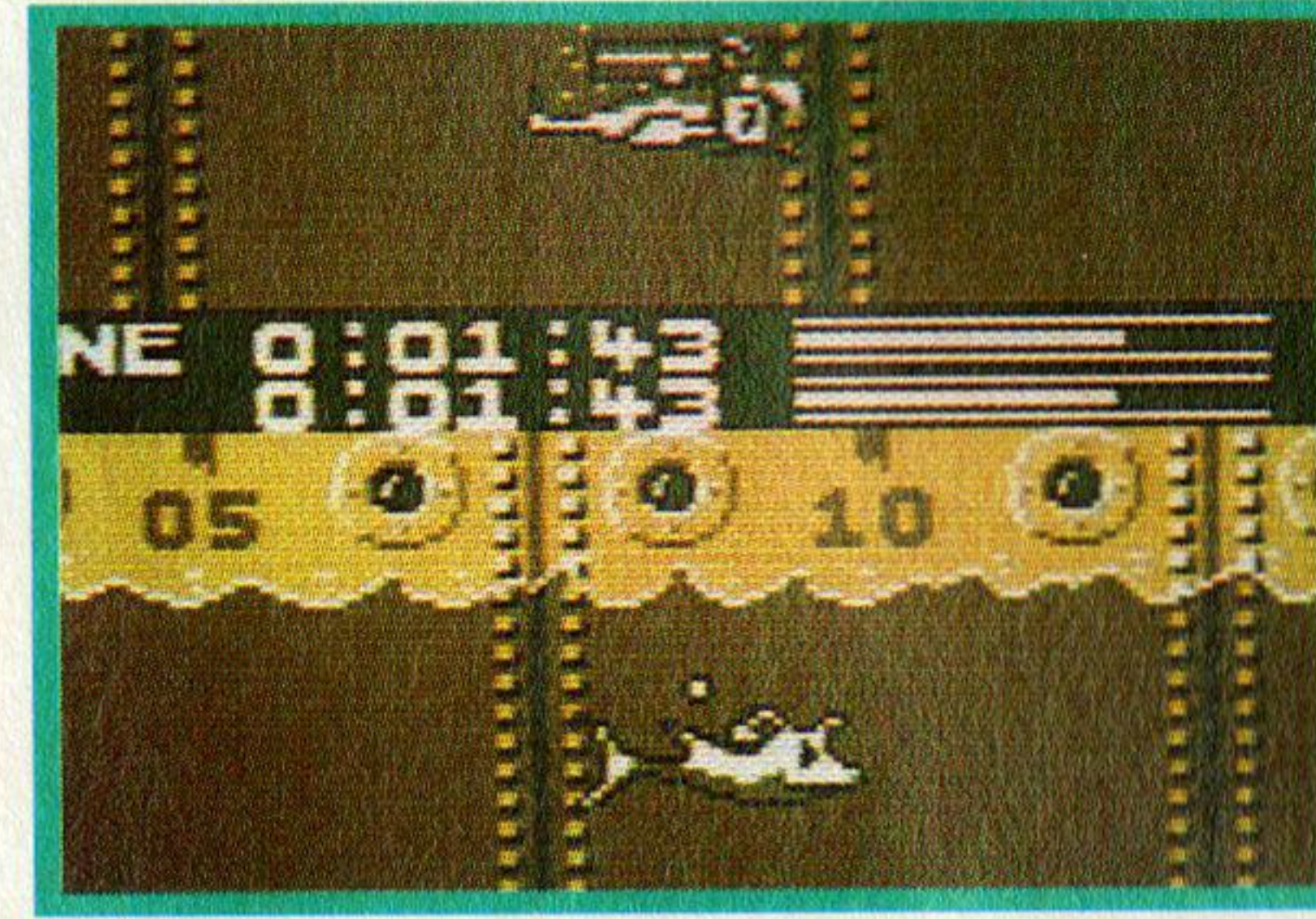
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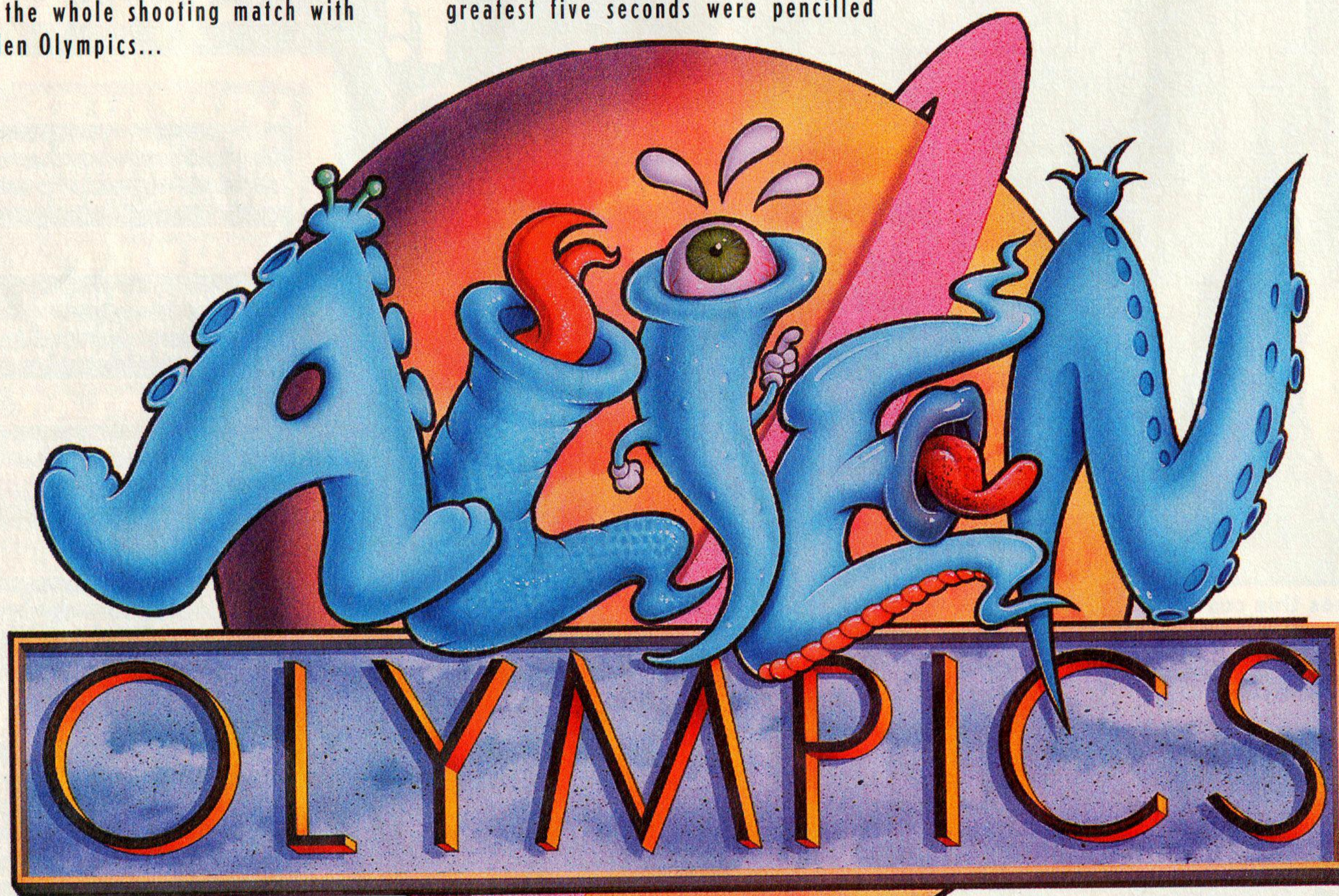
As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't win the race you just lose your life." That's the whole shooting match with the Alien Olympics...



you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so sure... Should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled



in for the Jetpack Tag. It's too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."

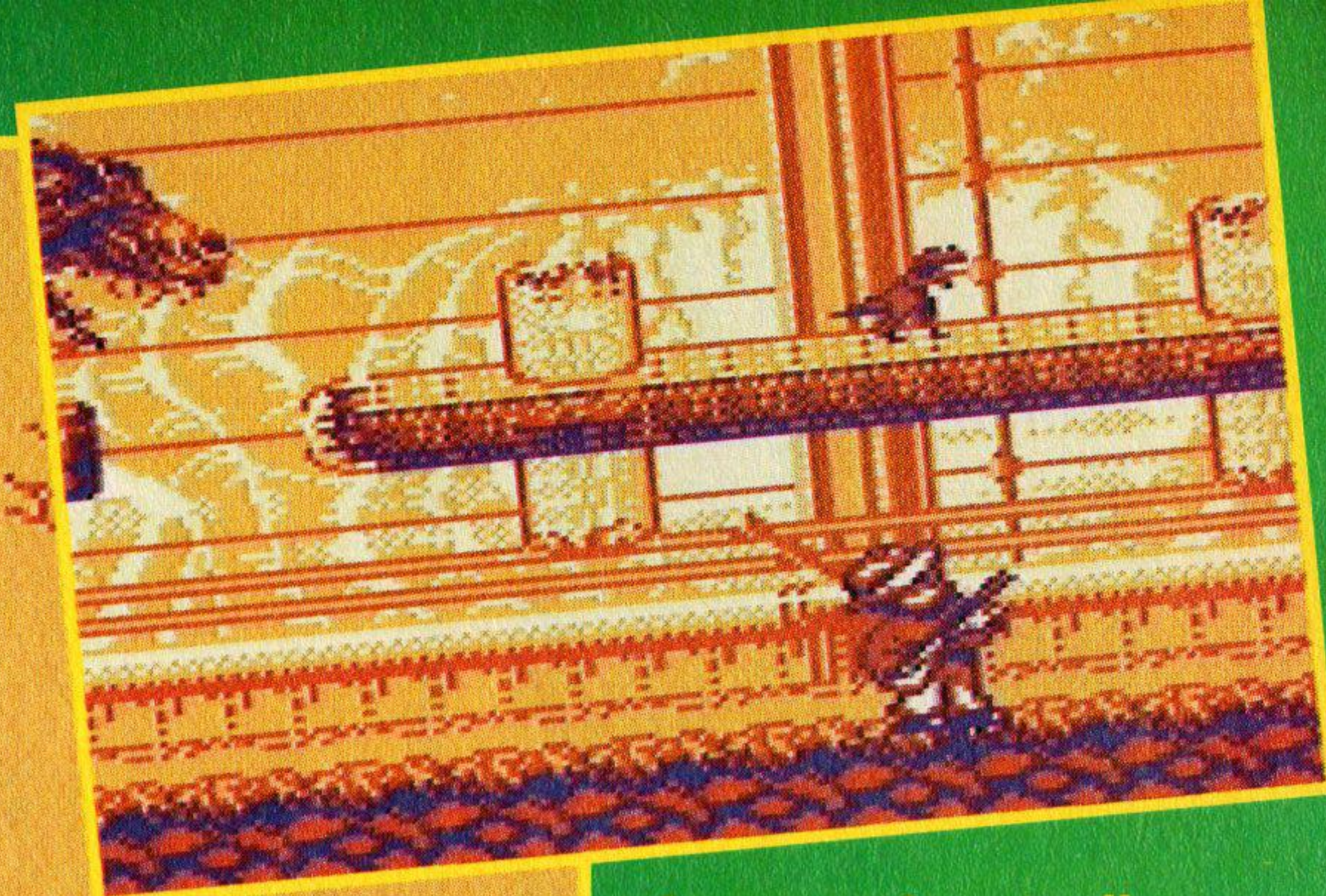


GAME BOY



"Alien Olympics is an obvious must for lovers of the track and field genre and a worthwhile buy for any GameBoy owner." - **GB ACTION**

When I opened my airing cupboard, this is exactly what I saw, only bigger... and real.



The game is actually quite fun to play, but it's so average and unoriginal you're just left thinking "Well, gosh, um... ah well."

TOTAL!
GAME BOY REVIEW

JURASSIC PARK



Them bones, them bones, and indeed, them somewhat dry bones. Andy Dyer sings his way through this review.

A few years ago, quite a few actually, I went on a school trip to an old archeological dig. We were extracting little fossils, Trilobites I think they were called, and very intriguing they were to. However, I soon tired of all the digging so I wandered off on my own and discovered a private dig just around the corner. It looked far more promising so I started to dig. Imagine my surprise when I discovered a whole dinosaur egg preserved in amber, not fossilised you understand, but preserved. Anyway, I hid it in my bag and took it home.

PLAYERS:
ONE-FOUR
FROM:
OCEAN
PRICE:
£50
RELEASE
JUNE

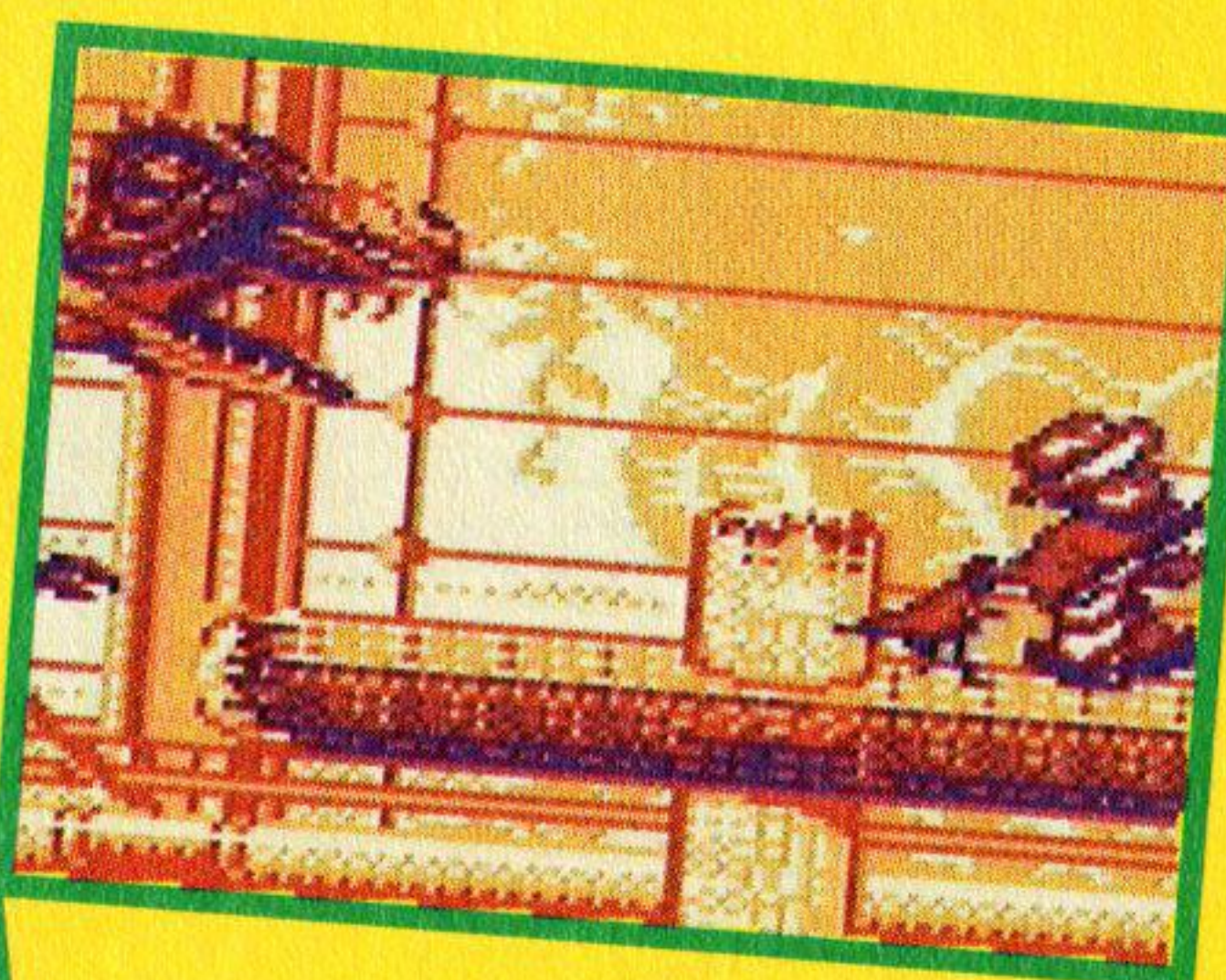
Later that night I cracked open the amber and placed the now exposed egg in the airing cupboard. A few weeks later I heard a noise coming from the airing cupboard so I opened the door. It was one of the most bizarre moments of my life because there, standing and staring at me, was a fully grown T-Rex. The airing cupboard was rather large you see and unbeknown to me, the egg had hatched and the T-Rex had been feeding itself on socks and pants and the like for some time. I reached for my gun but the

T-Rex smiled and said "Oh don't mind me old boy, I won't give you any trouble!" And he didn't. He just upped and left. He writes occasionally, but that's about all.

Hope you enjoyed my recollections. I'm sure it's better than reading about a game that's a bit on the average side eh? See ya then! **ANDY**

AVERAGES
Not bad. It plays well enough. Good bosses. Um, er...

AVERAGES
There's just no "oomph" to it. No surprises whatsoever. Okay, but bland



Two more scenes of unrivalled excitement and originality... oh hang, no. My mistake.

GRAPHICS

Average then. The bosses are good but the rest is just, well, sort of average-looking

5

SOUNDS

Nothing overly impressive. It's all a bit standard. It's, oh what's the word? Average

5

GAMEPLAY

Plays quite nicely. The controls are fine, and it's kind of all right really

5

LIFESPAN

Enough levels and an adequate challenge. It has an average life span. Nuff said

5

TOTAL! JUDGEMENT

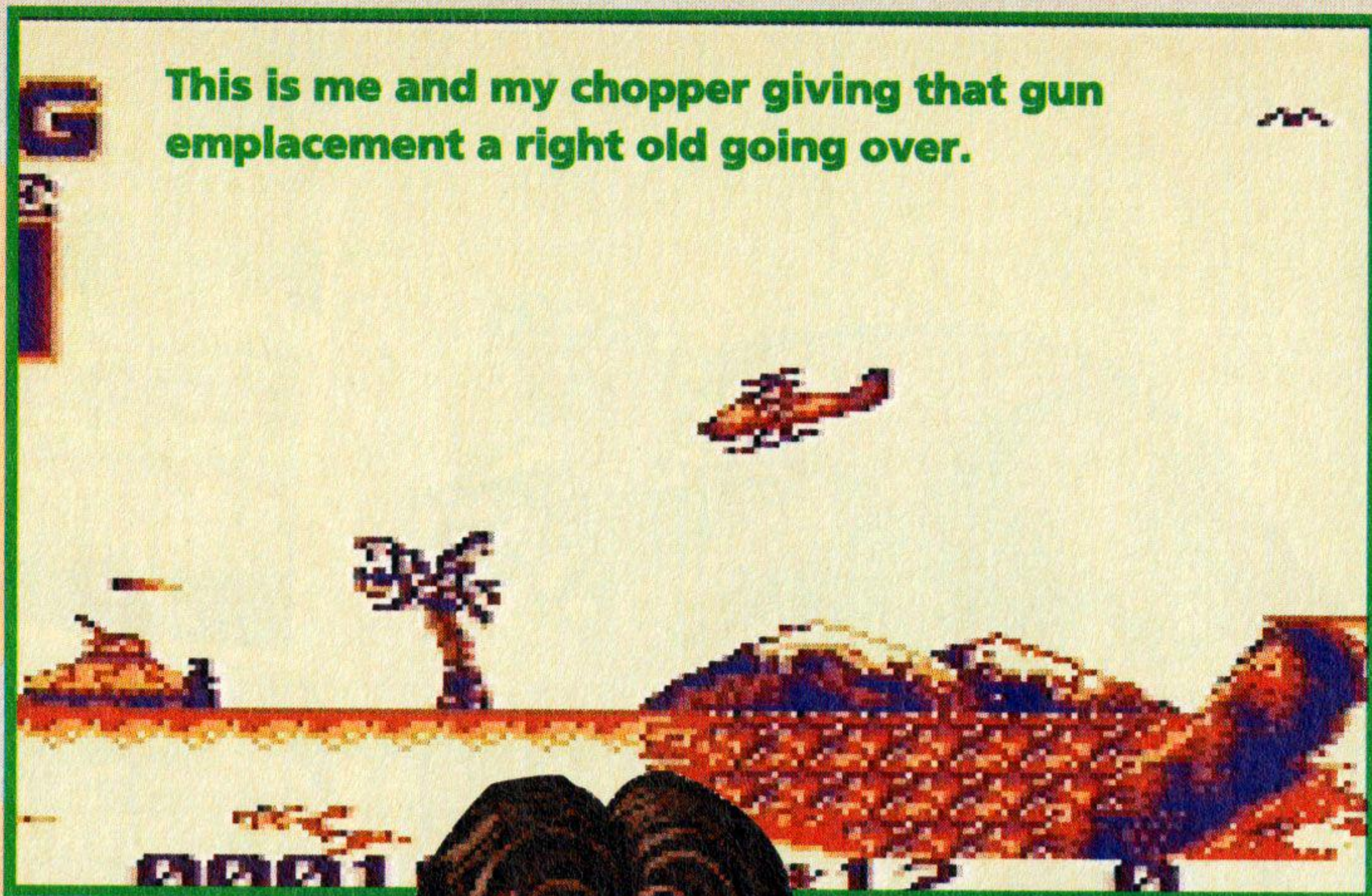
"Completely and utterly inoffensive. Not annoying, not insulting, but not that much fun either. Spend the cash elsewhere."

TOTAL! SCORE

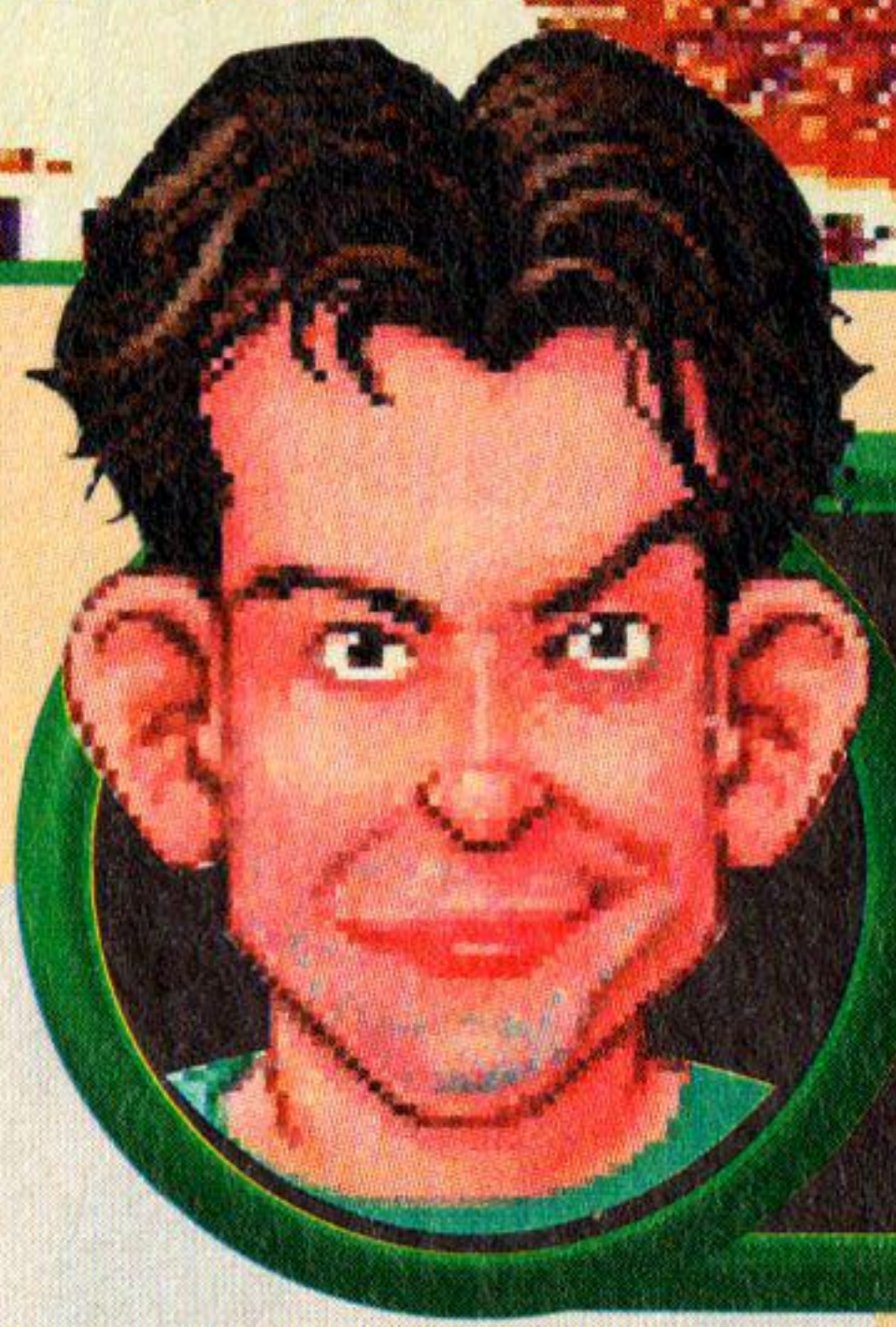
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CHOPPLIFTER

TOTAL!
GAME BOY REVIEW



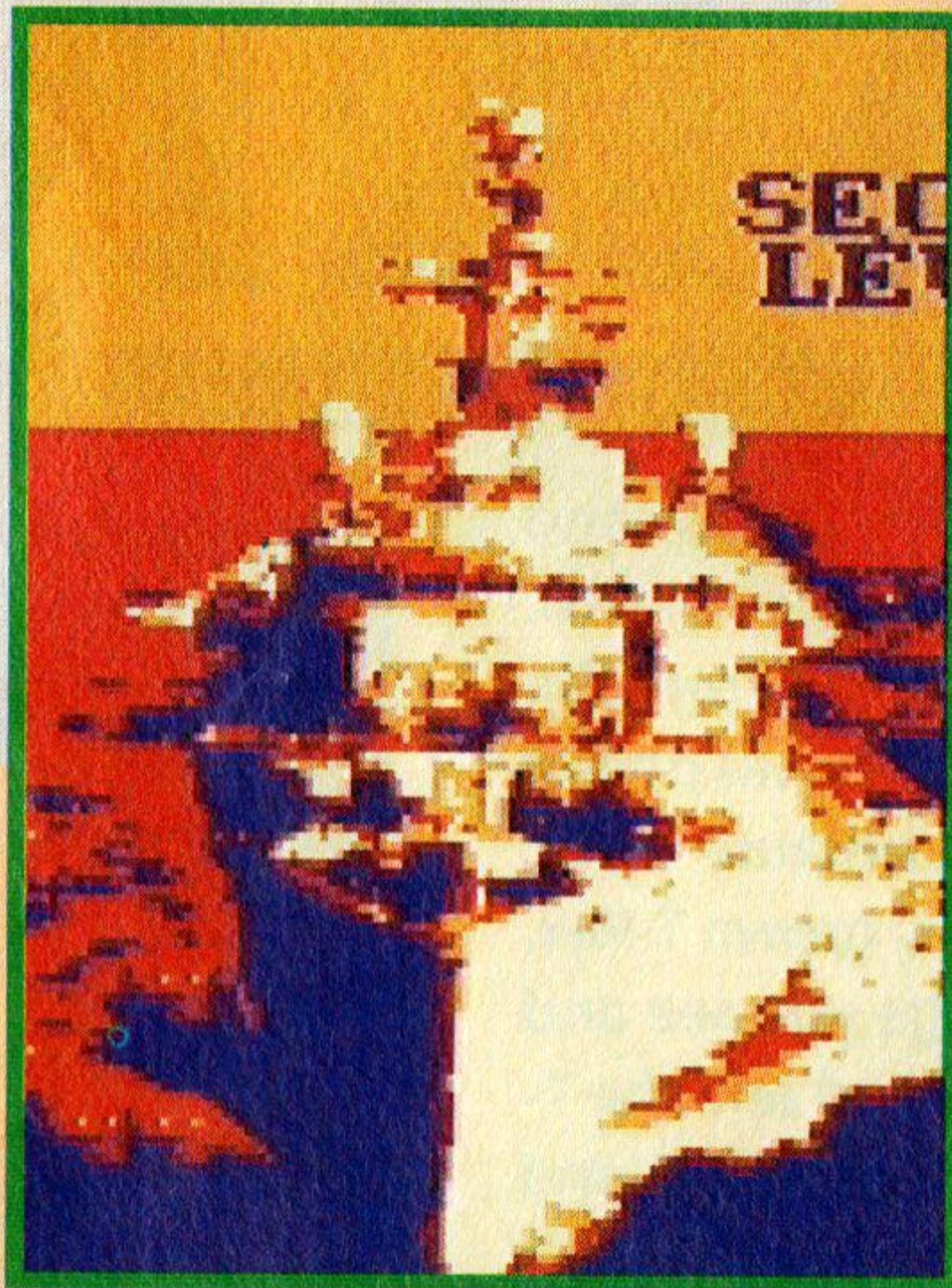
This is me and my chopper giving that gun emplacement a right old going over.



PLAYERS: ONE
FROM: SONY
PRICE: £24.99
RELEASE: NOW

A big ship. I'm only showing it because the rest of the game looks so crap.

Atko raises his lamb cutlet aloft and shouts "I am the Chop Lifter!" Andy despairs and takes over the review.



Another *Choplifter* game eh? We reviewed the last one (called *Choplifter II* unsurprisingly) way back in issue 6 and it scored 80%). That's a looong time ago, so I'd better fill you in on what the game's all about.

You're a helicopter pilot and you have to travel from island to island shooting tanks, missile launchers, gun emplacements and so on while occasionally

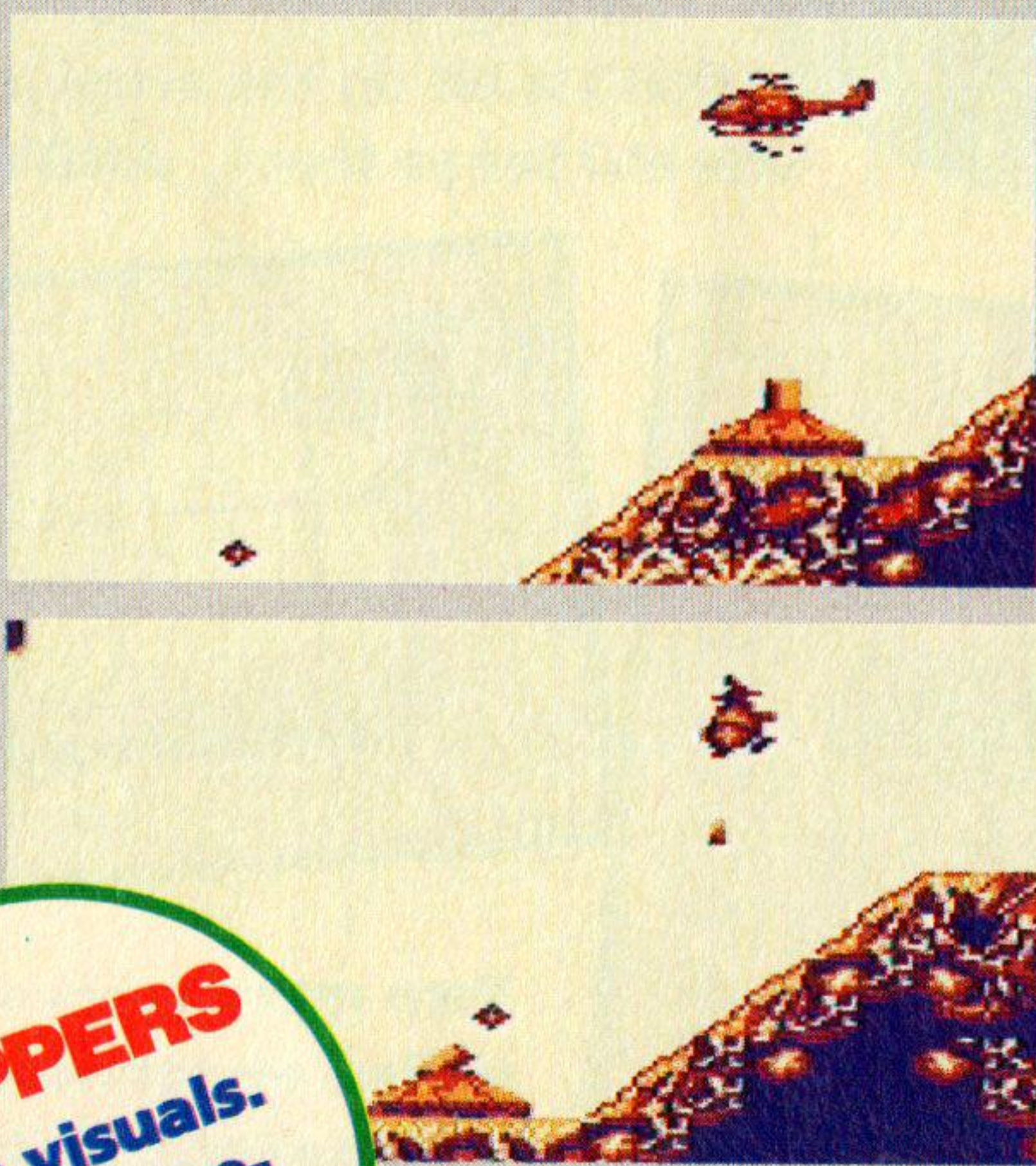
CHOPPERS
Plenty of challenge, and it plays very well indeed

Rotate your chopper!

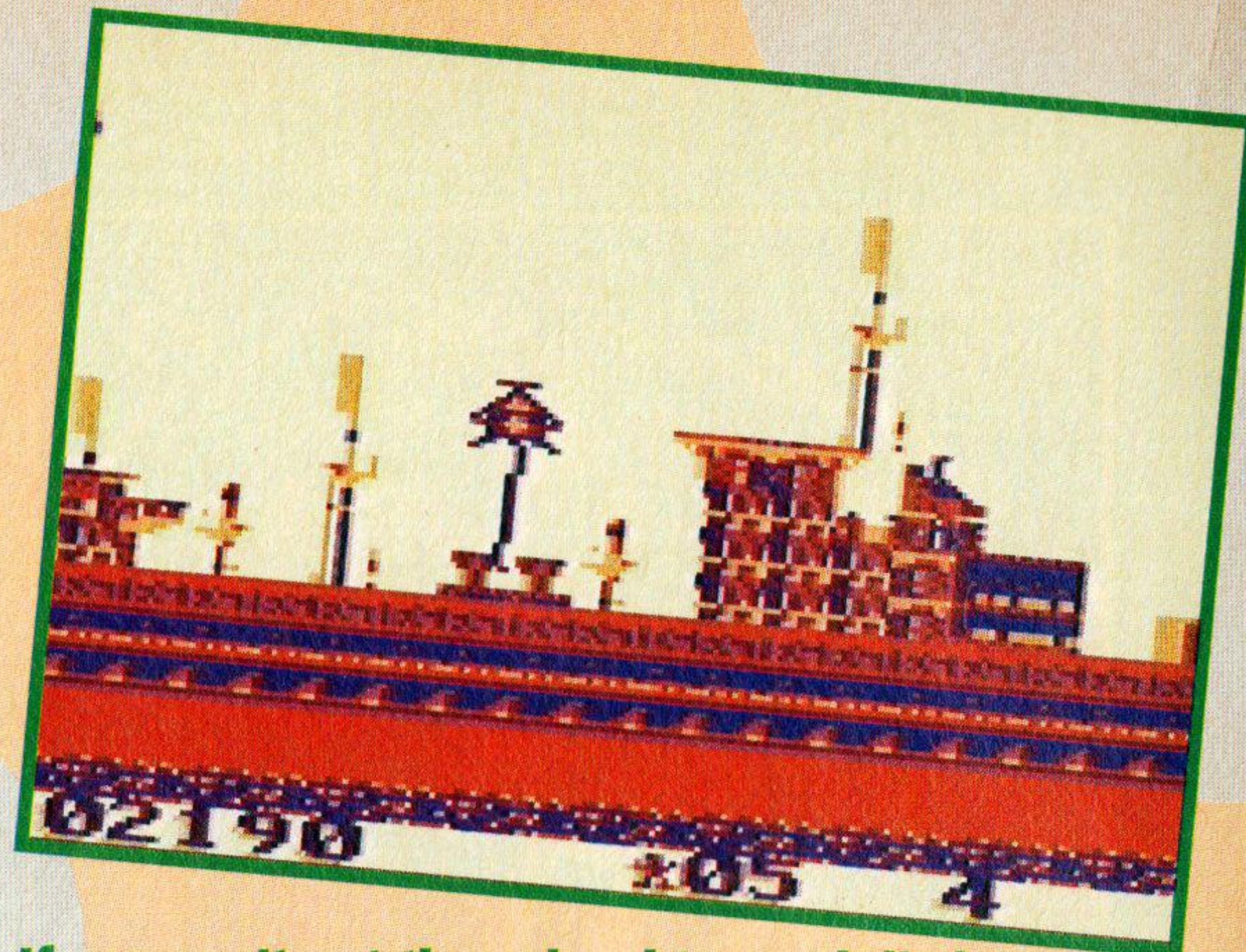
Because of awkward bits of scenery and so on, it's not always possible to shoot the gun emplacements during a fly-past. What you need to do is rotate your helicopter so that it's facing out of the screen. Let me explain.

See? I can't hit the bloody thing for love nor money because of the mountainside. But the solution is easy.

Turn your chopper around a bit then sidle along while firing and you drop bombs onto the terrible turret.



FLOPPERS
Crude visuals. Dated game-play. Nothing new



If you can't get those hard to reach little blokkies, send down a rope... if you have one.

landing to pick up soldiers that are trapped on the ground. When you've collected and taken the requisite number of little chaps back to your base the mission is complete and you move onto the next one. Of course each mission gets more difficult, but you get more power-ups as you go.

It's simplicity, that's the key, as it was in the previous game. In fact, very little has changed. The graphics are understandably very similar, this being a Game Boy game and to be honest, they weren't that good the first time around.

What made the last game so good was the gameplay and again, there's blasting fun in abundance. Sadly, having said that, the game hasn't moved with the times and it's effectively the same game, so while *Choplifter II* was a pretty groovy 80 percent back then, this is merely an above average shooter.

ANDY

GRAPHICS

Weeny little sprites make it hard to stay alive at times, and it does look rather dated

5

SOUNDS

Good solid gun sounds and so on, but there's nothing to surprise your ears

6

GAMEPLAY

Still rather good, surprisingly. A damn playable game, but not an instant classic

7

LIFESPAN

Yep, it's tricky all right. If you like this slightly dated game, it'll last you ages

6

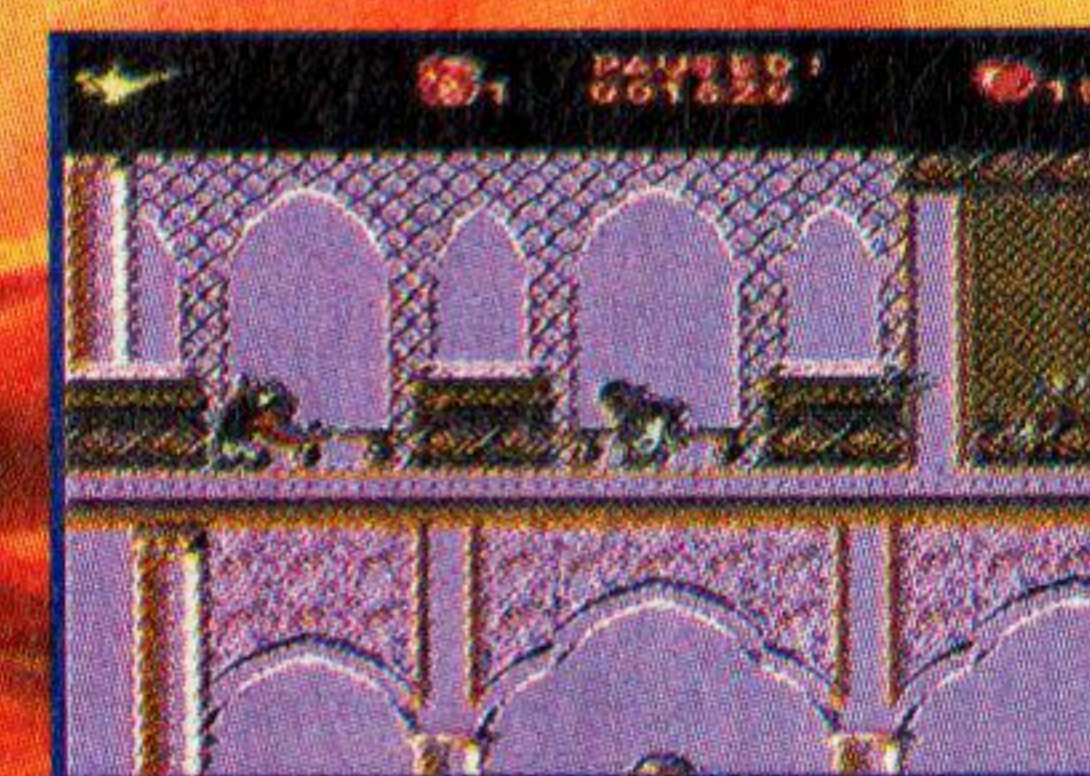
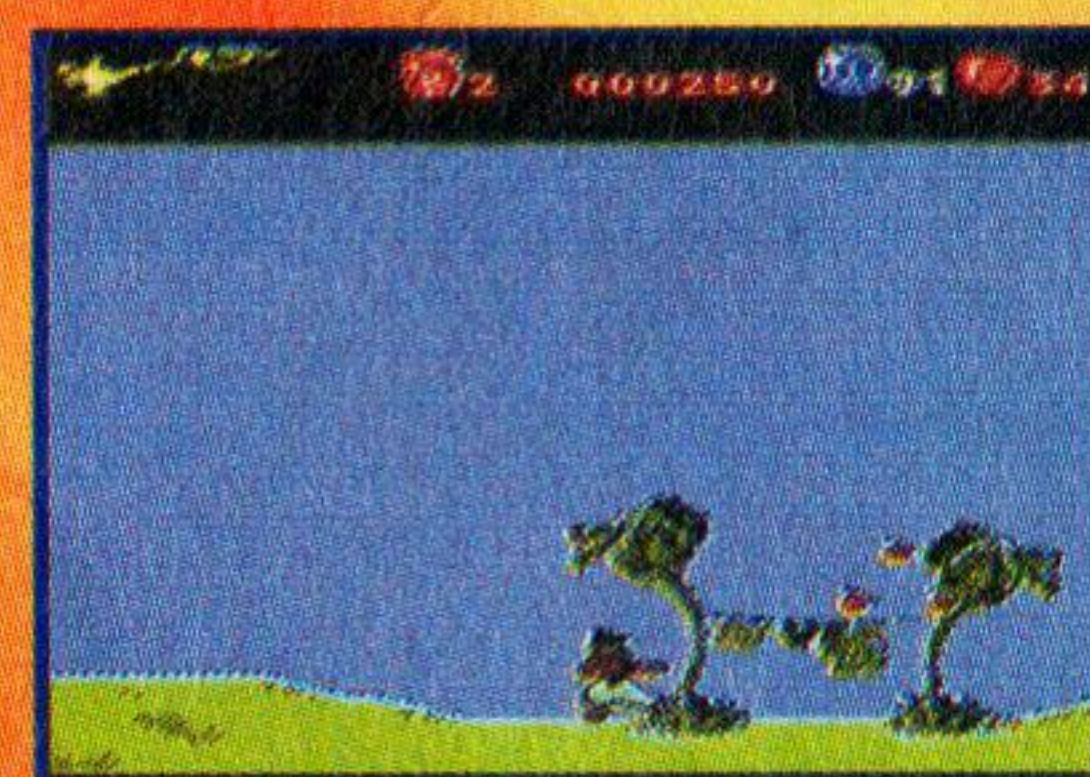
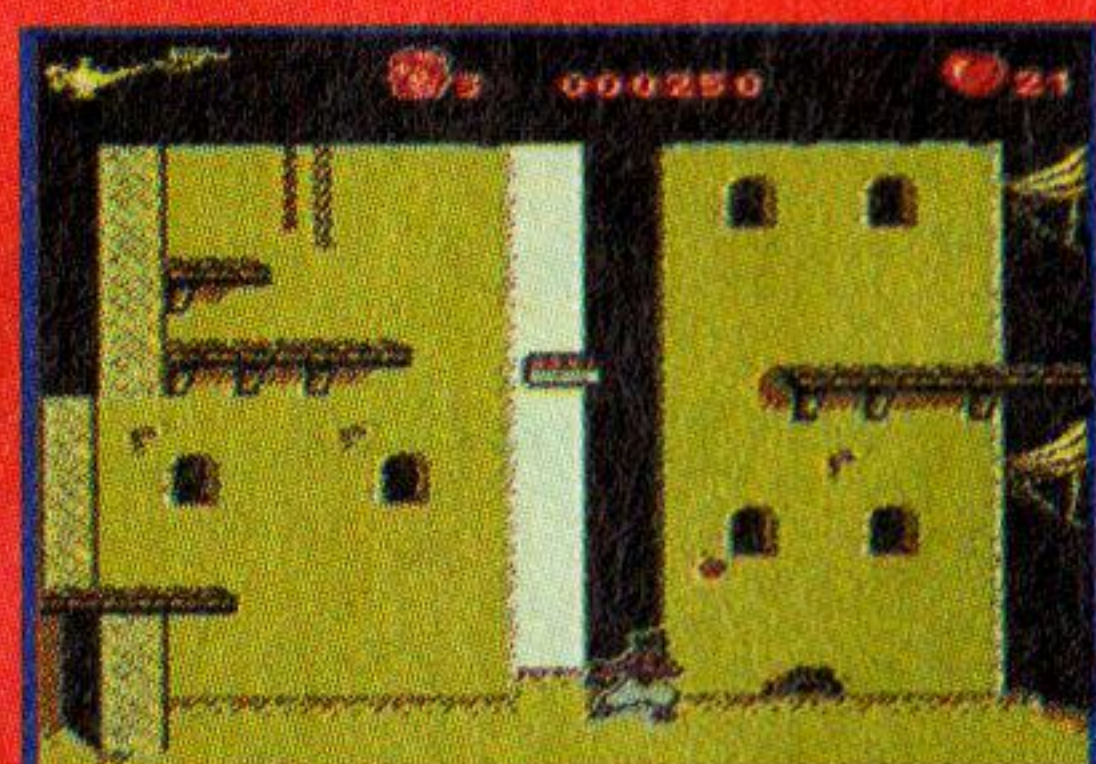
TOTAL! JUDGEMENT

"The concept is showing its age now, but if you can cope with crude graphics, then the game-play should shine through and keep you hooked for some time"

TOTAL! SCORE

76

Disney's Aladdin



© DISNEY

Hang on to your carpet for ACTION and FUN! Aladdin slashes his shining scimitar to fight through Agrabah, escape the Sultan's, survive the fiery Cave of Wonders, snatch the Genies Lamp and save Princess Jasmine from the evil Jafar!



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Virgin Interactive Entertainment (Europe) Ltd. 338A Ladbroke Grove, London, W10 5AH

TINY TOONS ADVENTURES

WILD 'N' WACKY SPORTS

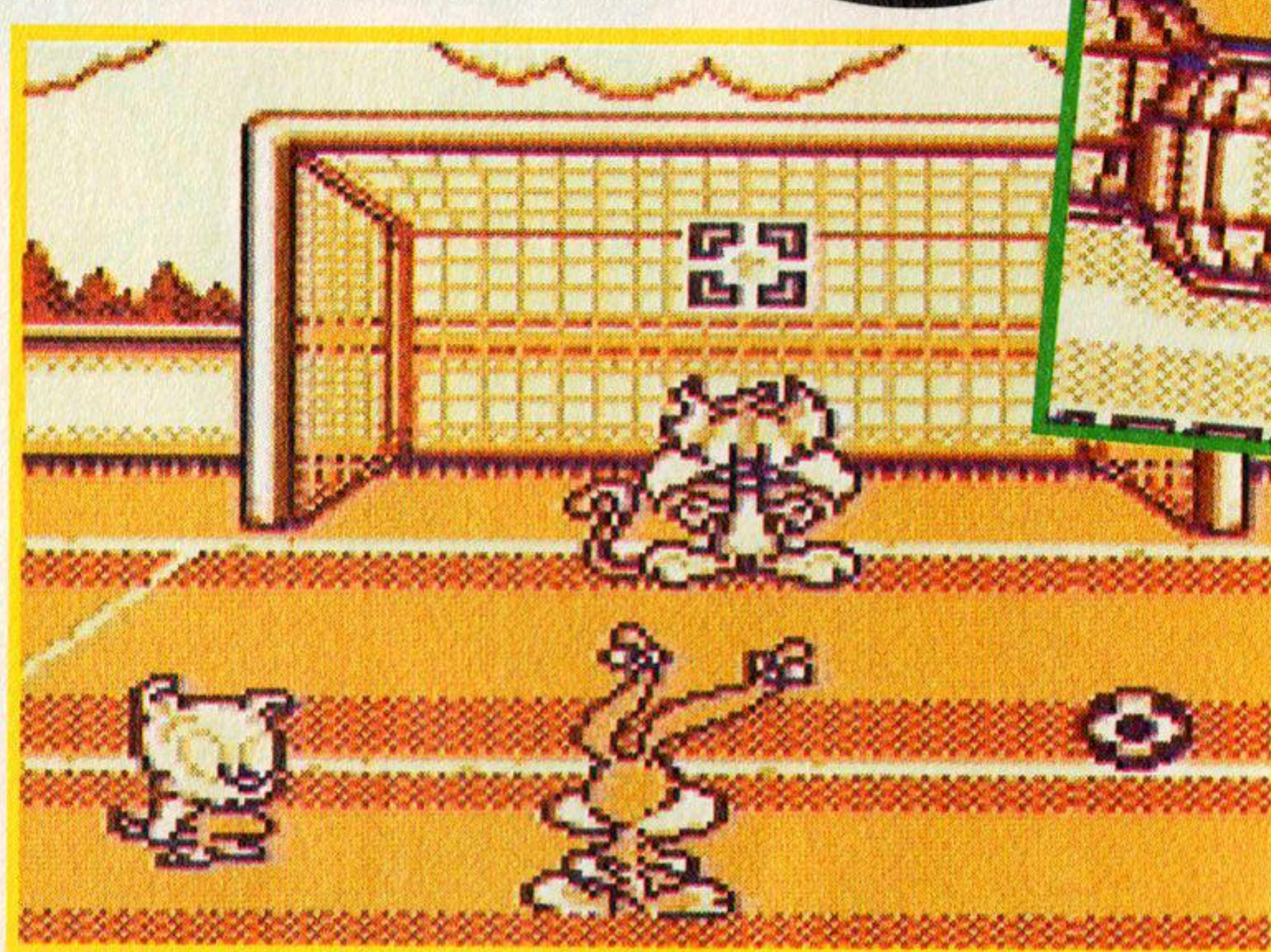
TOTAL!
GAME BOY REVIEW



It's not exactly NBA Jam, is it? Boomshaka-load-of-old-cack-a! He's **NOT** on fire!

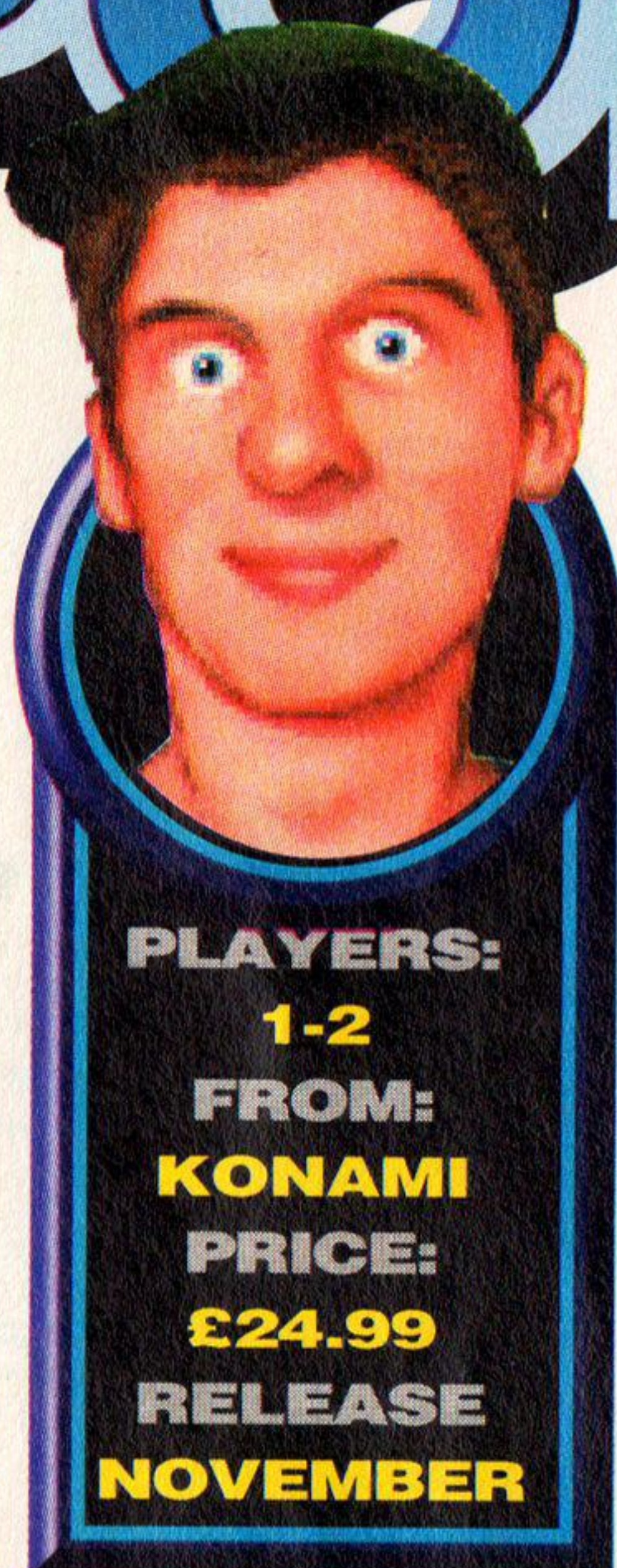


CACKYS
The sports aren't wacky, crazy or zany, they're pump!



Left: Are you watching, Terry Vennables? No, I thought not. You've clearly got much better things to do with your time than play this dodgy game.

Atko's not a great sports fan but he does like to think he's a bit wacky. Brring, twiddle, hat-stand wahda-haaaaaaaa!



PLAYERS:
1-2
FROM:
KONAMI
PRICE:
£24.99
RELEASE
NOVEMBER

Tiny Toons began life as a pretty decent licence, in fact it's been a licence to print money as far as Konami are concerned. But they wouldn't let it lie, would they? Oh no, they have to milk it for all it's worth and release a watered-down multi-event sporty thing. Good grief!

This cutesy sports combination features traditional events such as football, tennis, basketball, and golf in sports festival mode and two squirty, water-catchy related

WACKYS
Varied action on two player mode make this passable

events in carnival mode. That's about it really, each event has a single goal which can usually be achieved with by pressing one button. It all looks very nice, but is that it? Yep, that's it.

You know there's got to be something wrong when a game has the word *Wacky* in the title. It's like those people who say "You've got to watch me, I'm a bit zany!" They're not, they're dull or they wouldn't say it. Or those signs in chip shops that proclaim *You don't have to be mad to work here but it helps!* The chip shop is dull and the workers are bored. I'm afraid these are *not* wacky sports, they're pump. They're pumpy sports!

ATKO

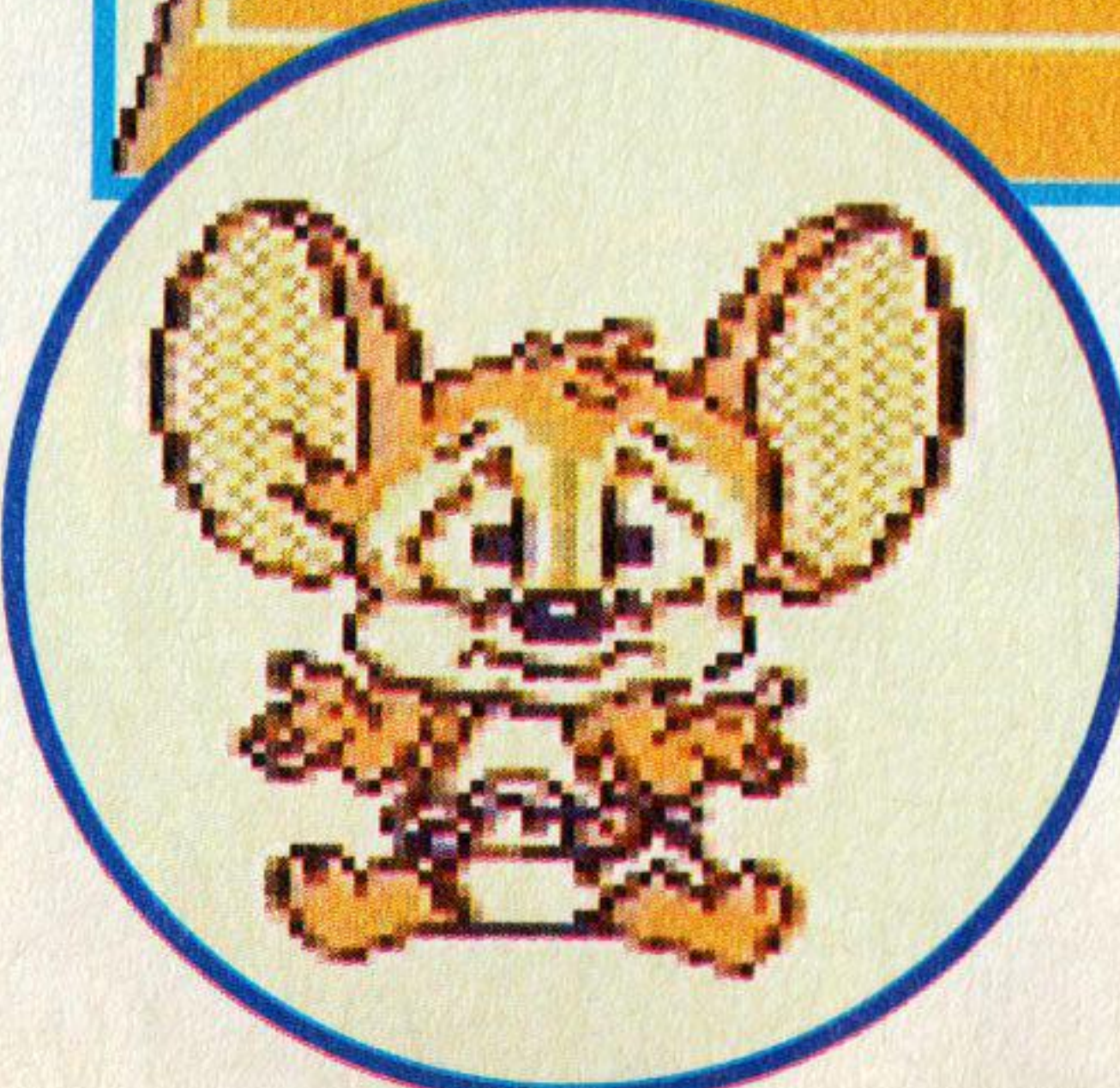
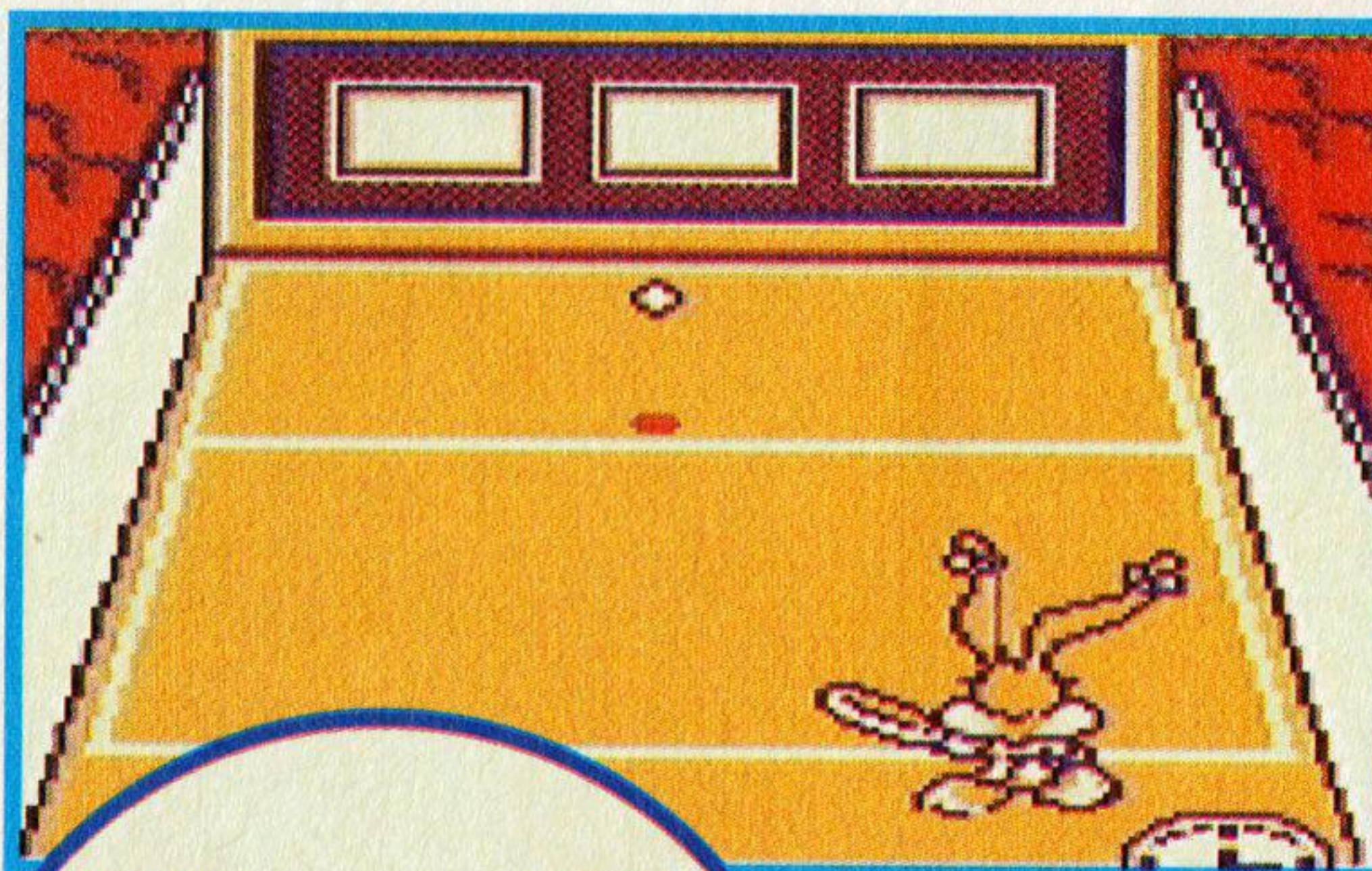
T!

"Multi-sport games rarely work. This is no exception"



ANDY SAYS...

As far as multi-sports games go, the only alternatives on the Game Boy are *Track and Field* and *Track Meet* which only got marginally higher scores than this. You'd be best concentrating on one sport. I'd suggest *Top Ranking Tennis*, *World Cup Striker* or *Golf* as alternatives.



Oh look! The cute little bunny's playing squash or something.

GRAPHICS

Well drawn characters and backgrounds with clear sprite movement

8

SOUNDS

The soundtrack's so upbeat, you may feel compelled to commit armed robbery

6

GAMEPLAY

As easy to play as it is primitive and dull. There's far too much waiting around

5

LIFESPAN

All the longevity of a slice of cheddar that's been sweating in a greenhouse

5

TOTAL! JUDGEMENT

"What at first appears to be varied and great value turns out to be about as wacky and zany as, erm, *Wacky Sports* on the SNES - good looking but painfully thin"

TOTAL!
SCORE

57

FROM THE DIRECTOR OF 'HIGHLANDER'
ALEC BALDWIN

"The wittiest action-adventure
since 'Indiana Jones!'"

NBC NEWS

The Glamour

The Mystery

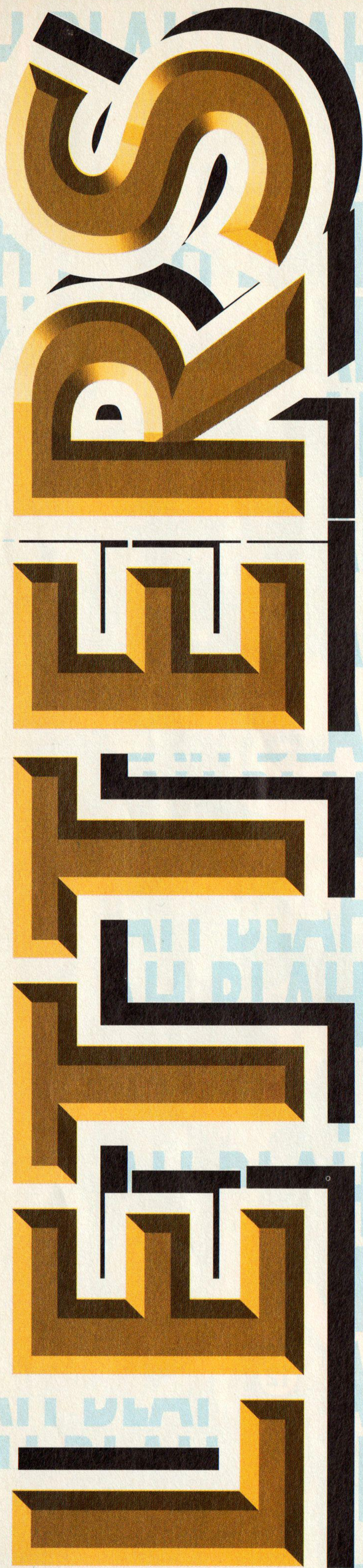
The Danger

The Shadow

12

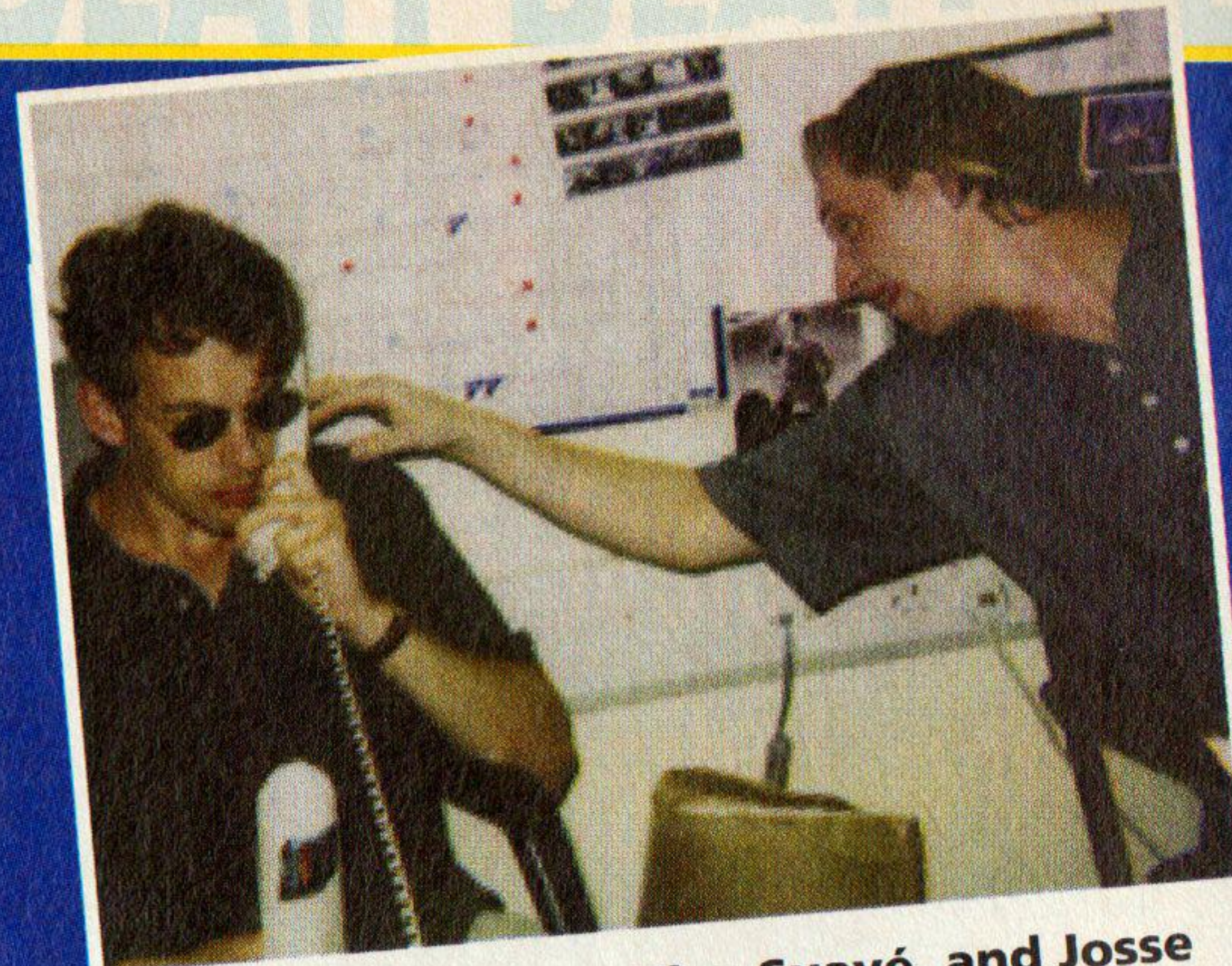
UNIVERSAL PICTURES presents a BREGMAN/BAER production a film by RUSSELL MULCAHY ALEC BALDWIN JOHN LONE PENELOPE ANN MILLER "THE SHADOW"
PETER BOYLE IAN MCKELLEN JONATHAN WINTERS AND TIM CURRY MUSIC BY JERRY GOLDSMITH MUSIC SUPERVISOR JELLYBEAN BENITEZ CO-EXECUTIVE PRODUCER STAR WESTON COSTUME DESIGNER BOB RINGWOOD
EDITED BY PETER HONESS PRODUCTION DESIGNER JOSEPH NEJEDLIK DIRECTOR OF PHOTOGRAPHY STEPHEN H. BURTON A.S.C. EXECUTIVE PRODUCERS ROLF DEYHLE LOUIS A. STROLLER WRITTEN BY DAVID KOEPP
PRODUCED BY MARTIN BREGMAN WILLY BAER MICHAEL S. BREGMAN DIRECTED BY RUSSELL MULCAHY A UNIVERSAL RELEASE
READ THE ARROW PAPERBACK

STARTS NOVEMBER 18TH AT CINEMAS EVERYWHERE



POLAROID PRANKS

It's not all playing games and writing banal reviews and rude captions here at TOTAL! No, sometimes, often on a Friday afternoon, we celebrate the week's triumphs by surprising each other with a polaroid camera. Sometimes this has hilarious results, and sometimes, at times like these, not. But one thing's for sure, this isn't just a self-indulgent excuse to get our faces in the mag.



Andy dresses up as Rico Suavé, and Josse does his impression of an ape by picking fleas from Andy's hair and eating them.

Yep, it's letters time again! Your chance to put pen to paper, fingertips to keyboard or if you're from Dunstable, potato shapes in paint...

HEAD OUT ON THE HIGHWAY!

Dear TOTAL!

Are there any motorcycling games on the SNES? If so, what are they called?

Alan and Steven Halstead, Essex

Dear Alan/Steven

Aguri Suzuki and *Pole Position* are just two of the limited range of biker games available at the moment. Look out for a game called *Full Throttle Racing* coming soon.

Linda

big and they're not clever, they're bloody stupid! He also said that games cost 70 pounds in Ireland. Is he the king of cack or what? The most I've ever paid for a game was 60 pounds for a brand new copy of *Super Metroid*. The rest have been a fraction of that. He's being ripped off good and proper and should shop around a bit more. What a turkey!

Jon Glover, Cork

Dear Jon

Get it off you chest! Don't hold back! Stand up for yourself! Say what you think! Feel better with yourself? Hoorah!

Josse

WRITE TO REPLY

Dear TOTAL!

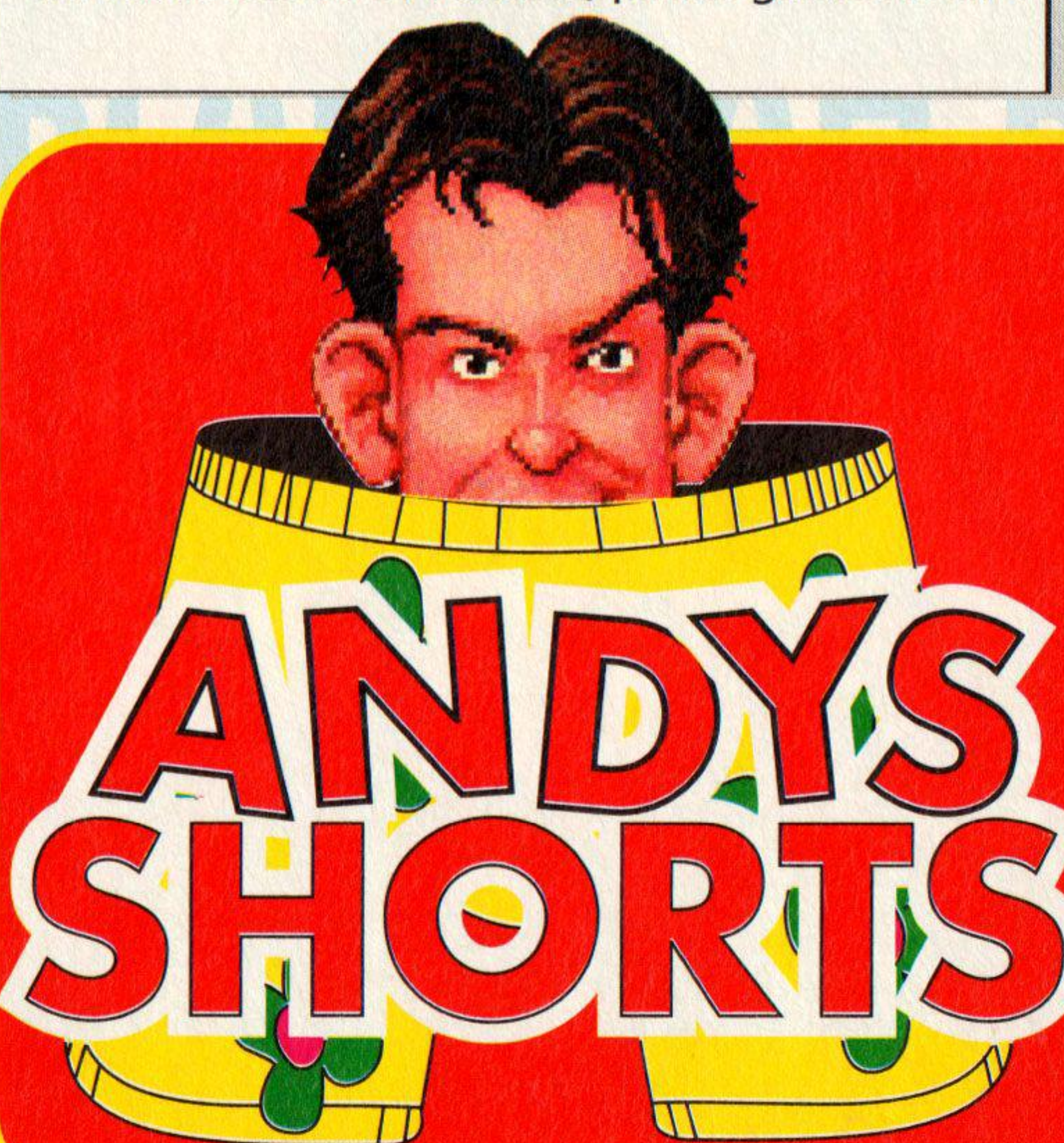
Firstly I'd like to say how delighted I am about Thicky's return. I think that its good to have at least one member of the original crew back. I am also writing in reply to Mr X's letter in issue 32. What a load of rubbish, pirate games aren't

SPELLING MISTAKES

Dear TOTAL!

I have some questions which I would like you to answer: (please, pretty please!)

1 I think that you have been cruel to Pineapple



Dear Andy

Why do you bother with the Andy's Shorts section? I mean, it's sad, it really is! If you're gonna write a letter, write a letter!

Steven Daly, Northamptonshire

Dear Steven

You're the only reader ever to have complained about this delightful little section. We like it, o

everyone else likes it, it's useful and you're not. Bye.

Andy

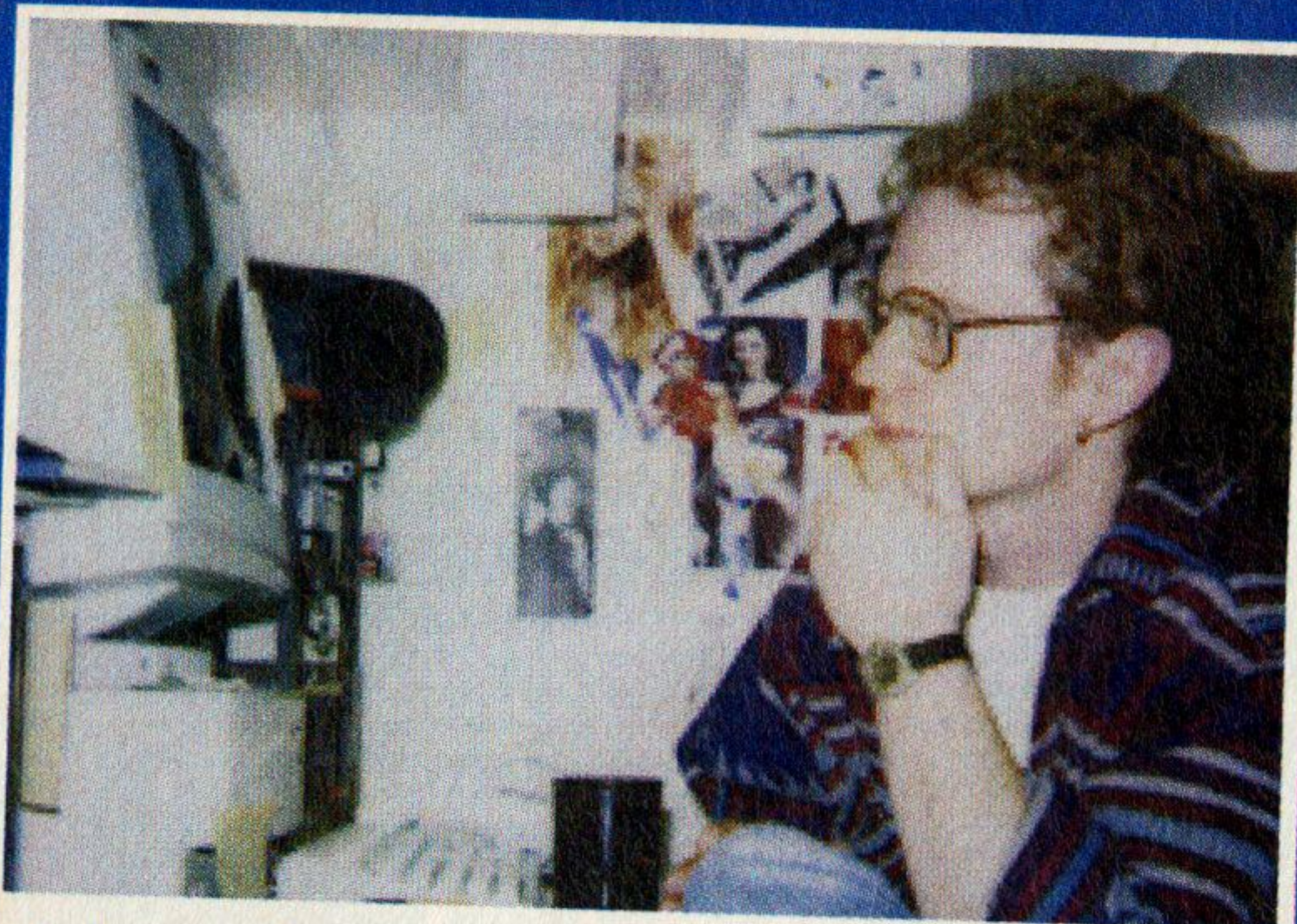
Dear Andy

It's my birthday soon and I don't know whether to get a SNES, or an Ultra 64. Haylp!

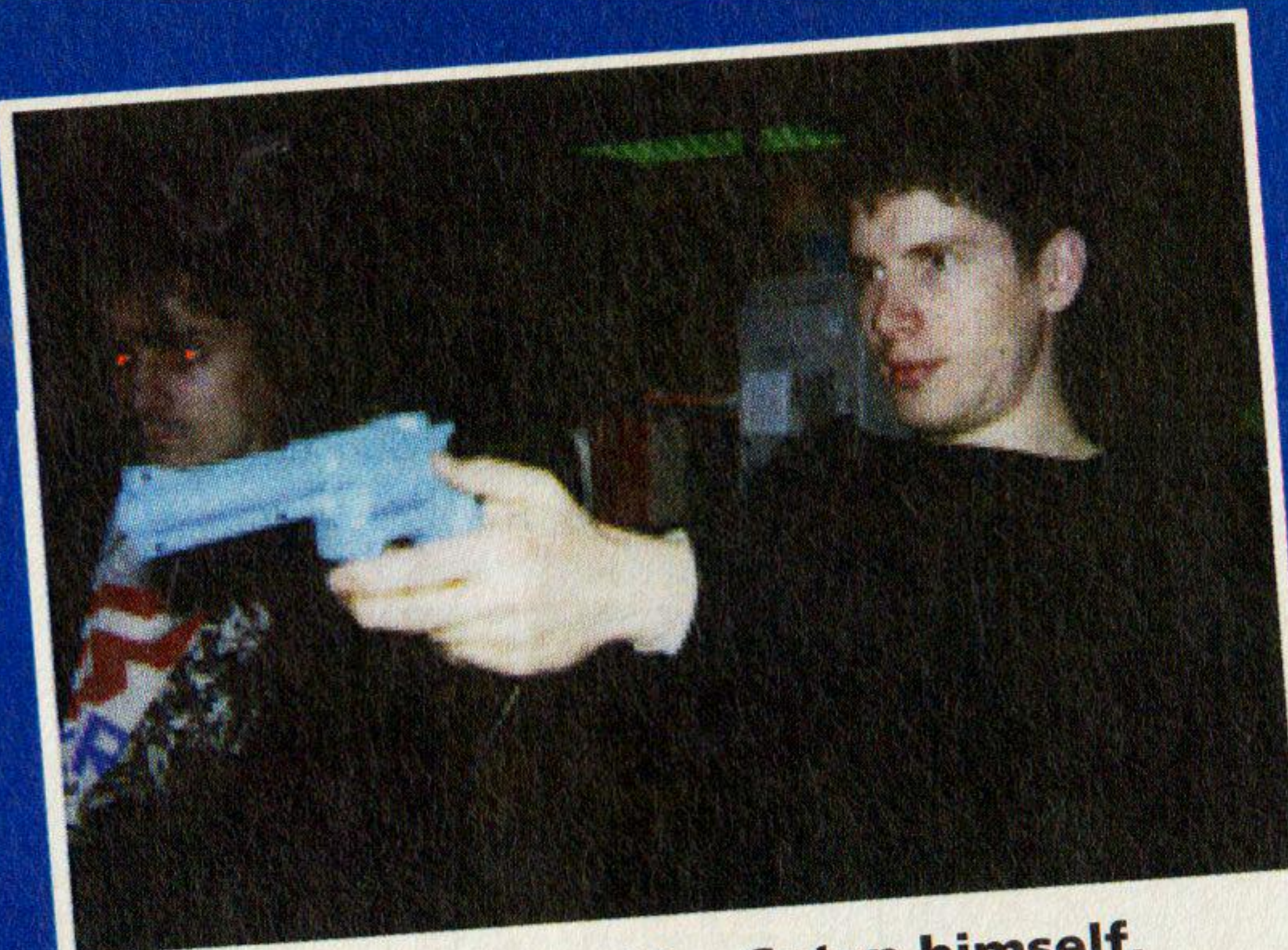
Alastair Struthers, Aberdeen

Dear Alastair

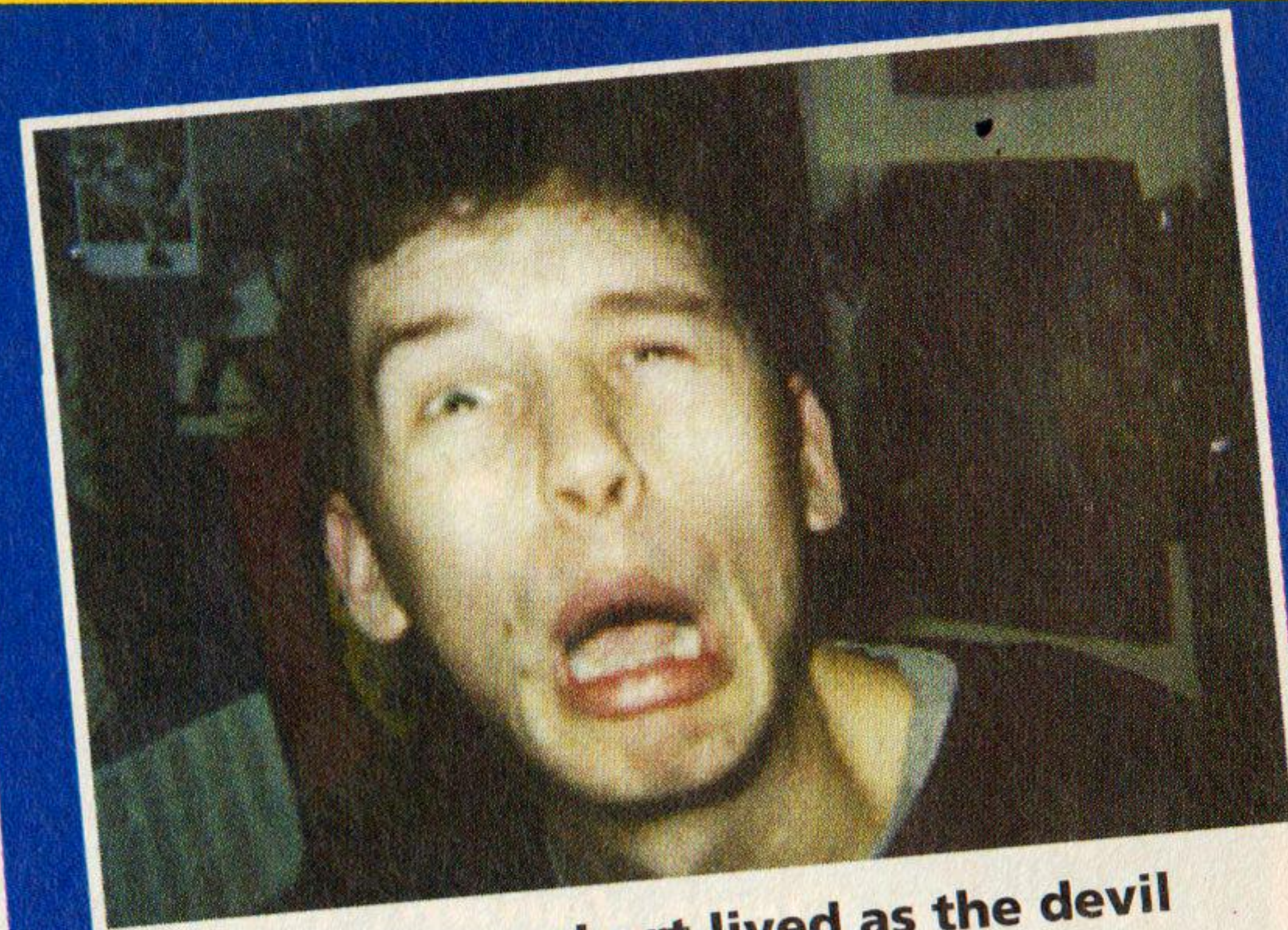
You'll have a bit of a job getting an Ultra



Johnny the Art Editor takes a break from shining shoes and selling hot dogs to design a few pages. Maybe even this one.



Atko, accompanied by Satan himself, lets out all his tension by blasting away a few troublesome software house reps.



But his joy was short-lived as the devil turns on him and destroys his home, his wife and his children. Dear me.

Hea... I mean Atko. Treat him kindly, he *is* the new boy.

2 Is there going to be a *Zelda 5* for the Game Boy and if so when is it due to be released?

3 I want to issue a complaint. I am really fed up with the sad jokes you come up with in TOTAL! I have also noticed a few spelling mistakes! Who is responsible?

Chris Berrainski, Stroud

Dear Chris

1 Atko knows the score. He's been around long enough. And anyway, if he goes round looking like a bloody pineapple, he's going to get stick off normal people, right?

2 There's bound to be. But there's no news yet as to what it'll contain and when it'll be made, so don't hold your breath.

3 The jokes are not sad - in fact we were recently voted "Funniest Mag In The World" (by ourselves) and Andy has changed his name by Deed Poll to The Most Exalted Potentate of Merriment and Mirth.

Speeelin miztaks? Blame Josse - but don't worry he's got new glasses now.

Linda

GIRLS, EH?

Dear TOTAL!

I am writing to you about the amount of sexism in the games industry. Girls do not play games like *Barbie Goes To the Hairdresser*, they play

beat-'em-ups and puzzle games just like the boys. I'm sure, like me, they don't like picking up mags and seeing adverts for games which insinuate female frailty. Come on, girls! Start fighting this rubbish!

Ewan Gaffney, Newcastle

Dear Ewan

I couldn't agree with you more. If you see an advertisement that portrays females in a bad light write to the Advertising Standards Council, it'll do some good. Failing that, if more girls like you wrote in to mags like this attitudes would slowly change. Good on you!

Linda

TOTAL SAVIOURS!

Dear TOTAL!

This is regarding your 32nd issue, I know it's late but I can't help it. In Kuwait, it takes about a month for the latest TOTAL! to arrive. (It really is pathetic!)

Anyway, thanks for saving my skin. Y'see, I own a SNES and, like most other SNES owners, I started to exaggerate to my friends: I told them that the SNES is a 32-bit VDO games system. Because of this, about 27 of them bought a SNES. Imagine my surprise when they all went on about the great 32 bit graphics! Just in time, I got the new TOTAL! and saw that

the SNES could handle 32 bit games; ie: *Donkey Kong Country*. I showed this review to my friends and they were all satisfied. In fact, now they're telling all their friends to buy a SNES. A chain reaction which means that, thanks to me, the SNES is the hottest games machine in my area. Then, I decided to introduce my all of many wonderous friends to TOTAL!

Shams, Farwania, Kuwait

Dear Shams

Only doing our job, but hurrah all the same!

Atko

CHEERS THEN!

Dear TOTAL!

First things first: TOTAL! just gets better and better. Now for question: we've had *Mario Kart* and *Mario Golf*: any chance of a *Mario Football* game? Cheers!

Chris Quigley, Wishaw

Dear Chris

Nobody's saying anything on the subject at the moment. If we hear anything you can be sure that TOTAL! will have the exclusive. Keep reading the news pages.

Linda.

64, unless you've got a time machine. It hasn't been made yet!

Andy

Dear Andy

I have heard that a SNES game called *Uniracers* will be great. Have you heard of it?

John Davies, Staffordshire

Dear John

Yes, Frank saw it at the Chicago Computer

Entertainment Show. It's a split-screen horizontally-scrolling racer that's been programmed by DMA (incidentally, the same top Scottish team that programmed *Lemmings*).

Andy

Dear Andy

Any good management games coming out? You know, the ones where you get to

manage a football team.

Sean Doran, London

Dear Sean

No news at the moment.

Andy

Dear Andy

We have captured your favourite pair of pants and will burn them unless you put a copy of *Super Street Fighter II* into a trolley at the

nearest Kwik Save.

The Snotrags, Bedfordshire

Dear Snotrags

But I'm wearing my favourite pair of pants. Is this a trolley? Am I in Kwik Save? I think not.

Andy

Dear Andy

What's the difference between *Final Fantasy Legend*, *Final Fantasy Adventure* and *Final*

Fantasy: Mystic Quest?
John W, London

Dear John

Well, quite simply they're three entirely different games - is that enough difference for you? The similarity is that they're all in the same series.

Andy

Dear Andy

Why isn't the Demo Boy available in the

shops?

Daniel Saura, London

Dear Daniel

Because it's been superseded by the Super Game Boy.

Andy

Dear Andy

When is *Theme Park* coming out on the SNES?

Glenhirst Cactus Nursery, Lincolnshire

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We would also like to thank Ann-Marie Clements for saying 'Yes'. We look forward very much to working with her, and hope she doesn't take offense at our rather odd brand of office humour.

Future
PUBLISHING

HUMAN CIVILISATION

Dear TOTAL!

I've got a couple of questions and you have to answer them as the fate of human civilisation depends on it.

1 Are either *Doom* or *Doom 2* due to be released on the SNES?

2 I've already got *SFII Turbo*, is it worth upgrading to *SSFII*?

That's my lot! Keep up the good work.

James, Altrincham

Dear James

1 *Doom* will almost certainly be released on the SNES at some point in the future. We can't wait, you can't wait, let's all be impatient together then shall we?

2 If you're a massive *Street Fighter* fan then you should upgrade to the Super version. If however you just want another beat-'em-up, you'd be best off with *Mortal Kombat II*.

Josse

LAST WORD. HONEST!

Dear TOTAL!

In Edge, issue 12, they said that Nintendo were living in the past as regards prices, with partic-

WEIRD PLACES I'VE PLAYED MY GAME BOY NO:31

WIN A GAME BOY CART!

ular reference to *Donkey Kong Country*. I agree wholeheartedly with the point that Edge were making, and think something should be done about it. Buck up your ideas, Shigeru Miyamoto or I'll be forced to change my console allegiance.

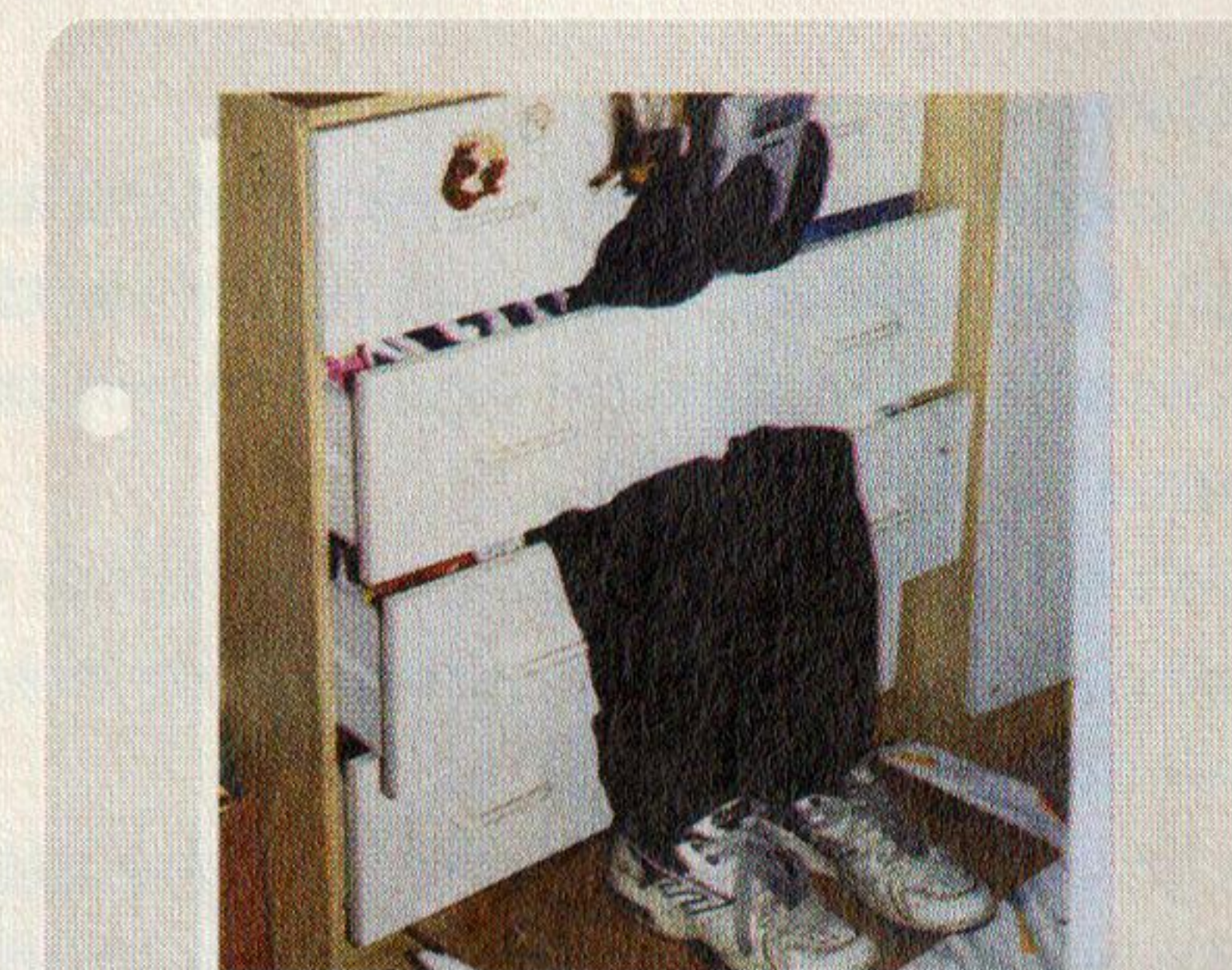
Robert Pearson, Leeds

Dear Robert

Yep, games are expensive but it's all supply and demand. You like them so you keep on buying them and prices remain the same. That's the way of the world, I'm afraid.

Anyway, we beat the entire Edge team in a drinking competition last month, so what do they know about anything?

Atko



NAME: Daniel Saura

AGE: 12

FROM: London

He's a very thin bloke isn't he, this Daniel? And he seems to be exhibiting some rather odd behaviour by slipping inside a chest of drawers while trying to negotiate level nine of *Tetris*.

Well, not to worry, because he's the winner of a brand new Game Boy cart. Congratulations, Daniell!

Dear Glenhirst Cactus Nursery

Before the end of the year. Definitely. And by the way, you've got a very silly name.

Andy

Dear Andy

I was flicking through your swaps section when I saw a chap called Chris trying to swap *Starwing* for *NBA Jam*. Do the men in white coats know

he's out? Get serious!

Ace Davies, Dolgellau

Dear Ace

You've also got a strange name and you're a strange bloke. I see a link there somewhere.

Andy

Dear Andy

My parents said I can only have one SNES game for Christmas.

What do you think I should get?

Mable Syrup, Preston

Dear Mable

It depends on the type of game you're into. If you like platformers get *Donkey Kong Country*, for a beat-'em-up get *MKII* and so on. Pick the category and the rest will pick itself.

Andy

Dear TOTAL!

Killer Instinct looks great. But have you actually played it and is it any good? And I mean really, honestly, is it any good?

Daniel Steams, Chelmsford

Dear Daniel

Honestly? Well, no-one's had a proper play on it yet, but what has been seen looks utterly gorgeous

and the people in the know have also hinted that, at the early stages of development at least, the game seemed to play quite well.. Anyway, it's out in the arcades soon, so we'll all be able to make our own minds up.

Andy

Dear TOTAL!

Send me a loads of free stuff and I won't

tell all the readers that your favourite game is dropping plastic cups down the stairs to see if they land upright you sad gits.

Anon, Bath

Dear Anon,

Cheers. In the minds of our readers we have now gone from being all-knowing videogaming gurus to complete arses.

Andy

Our cash dispensers are open
when **your old one** isn't.



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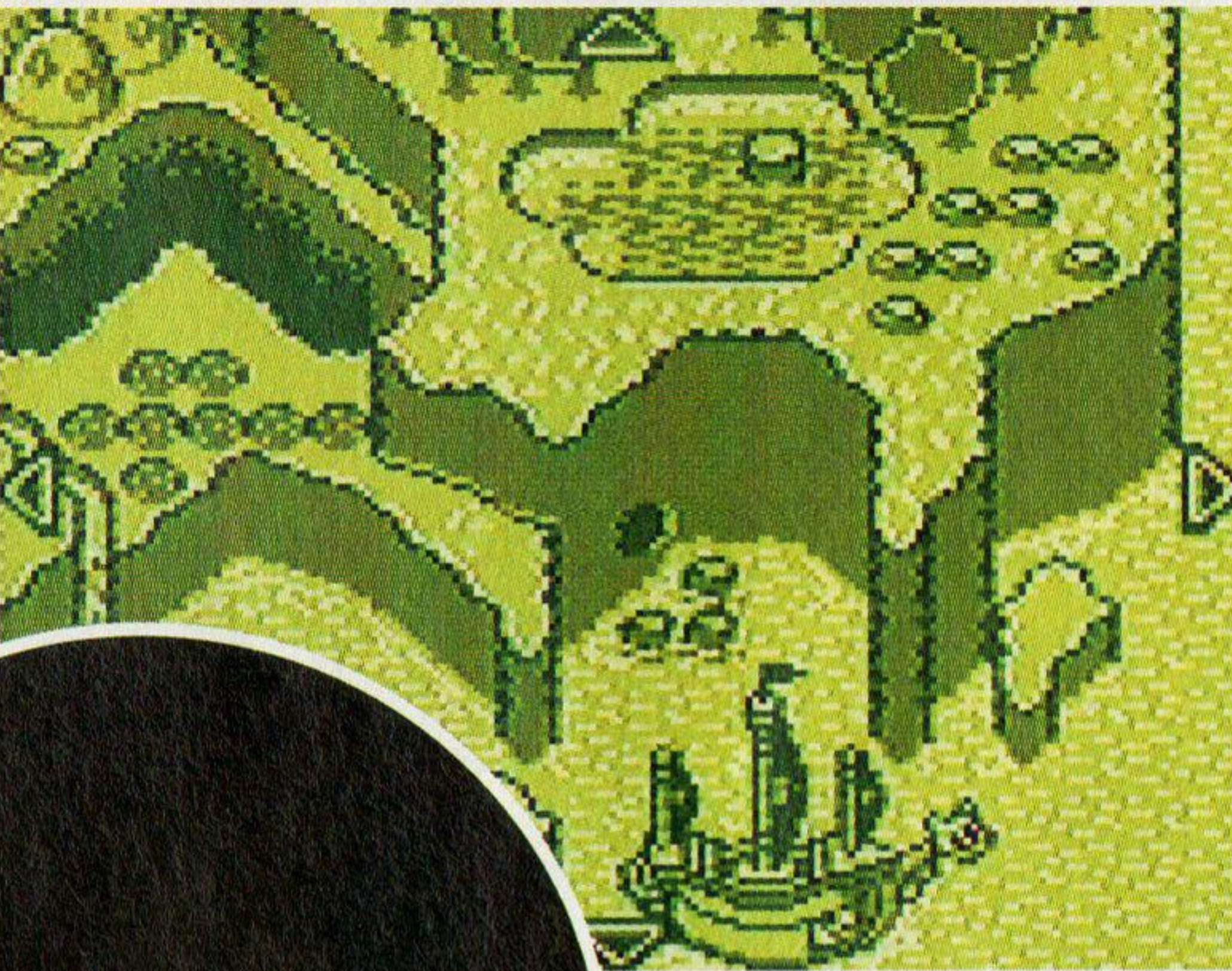
TOTAL! TACTIX

The following four pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the **TOTAL! hall of fame**? Okay then, simply send your best tips, cheats, and codes to: **TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW**. If you want to get the best out of your games, **READ ON!**

GB
TACTIX

WARIO LAND

How would you like infinite lives, time coins and hearts? You would? okay then, listen up! Pause the game and press; **LEFT, SELECT, RIGHT, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT, L, SELECT, R, SELECT**. A flashing box will now appear around the lives number. To change them, press **B** then **UP** and **DOWN**. You can also manipulate time, hearts and coins using the same method. Many thanks to **Teyiner Minhas** from Middlesex for that top tip

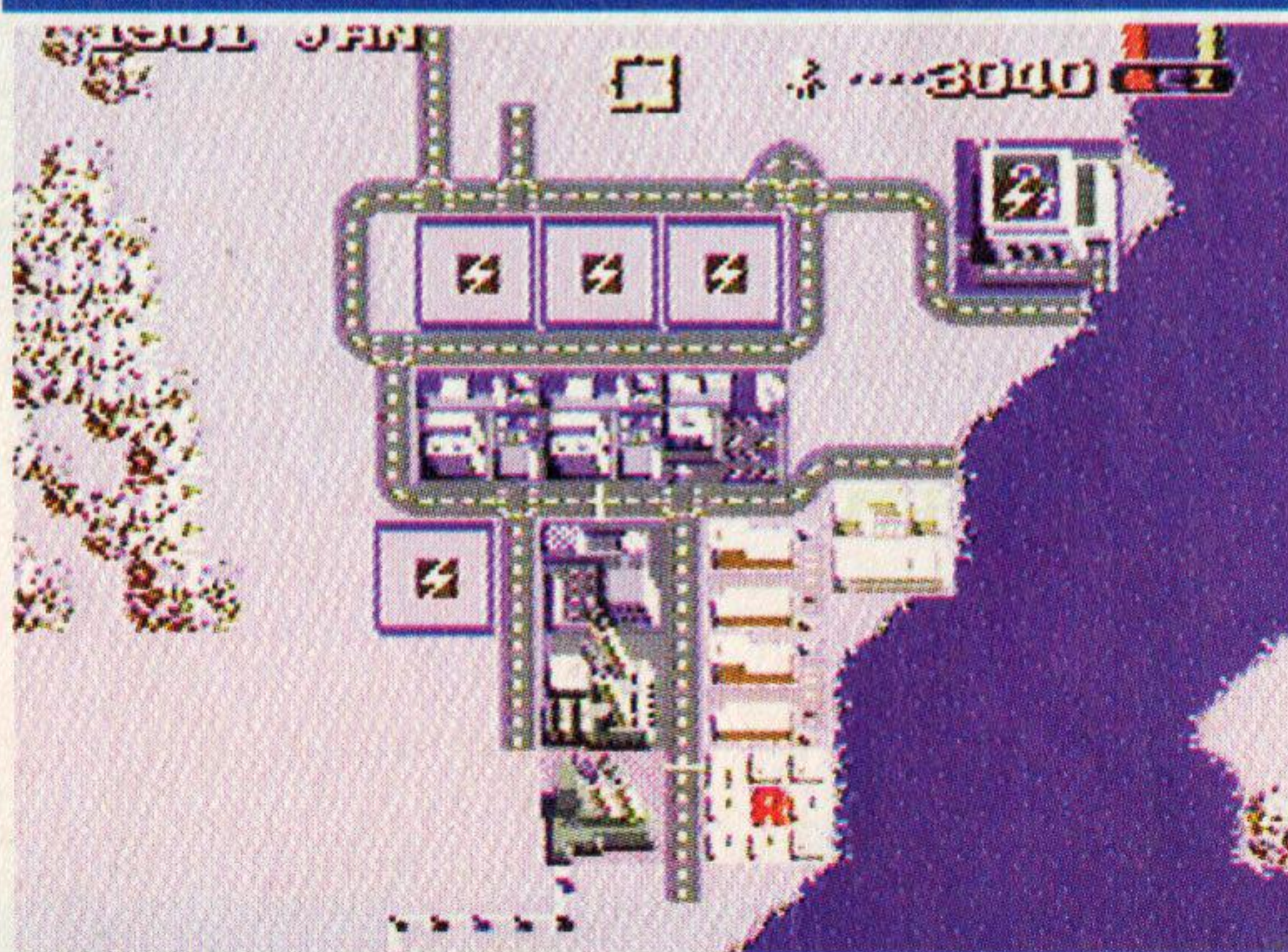


Why didn't they call Wario *Bario*? He could have been a cross between Mario and Barry Manilow, now that would be scary!

SNES
TACTIX

SIM CITY

Who wants to be a millionaire? We certainly do and you can join us with this groovy tip from **Alb Oakey**. Spend all of your money in one year. When the tax screen appears at the end of the year, hold down **LEFT, DOWN** and exit the



screen. While still holding the **LEFT** button, go back to the tax screen and increase spending to 100% on all three services. Exit again and release the **LEFT** button. When people start spending money again your funds will increase to £999,999. We're rich, we're rich, yippee!

SNES
TACTIX

BUSTER BUSTS LOOSE

What follows are all the level codes for this cuddly, cutesy platformer: World One
PLUCKY DUCK / BABS BUNNY / BOOKWORM
World Two
LITTLE BEEPER / MONTANA MAX / ELMYRA
World Three
GOGO / SHIRLEY THE LOON / SWEETIE
World Four
BOOKWORM / PLUCKY DUCK / BABS BUNNY
World Five
MONTANA MAX / BABS BUNNY / CALAMITY COYOTE
Bonus Land
ELMYRA / SHIRLEY THE LOON / CALAMITY COYOTE
These tips were brought to you by the world famous **Joseph Fields**, apparently!

SNES
TACTIX

ZOMBIES

We'll be reviewing the sequel to this monster hit next issue but until then here's a tip to make the original a bit harder. Enter the password **BLHR** and the game will become virtually impossible to complete. Thanks a lot to **Neil Everton** from Exeter for that little beauty.



The only thing scary about that baby is its outy belly button. I wonder if it was always bottle fed?





SUPER TETRIS

There are nine extra tough skill levels at the top end of the range in *Super Tetris*. Just hold down **L**, **R** and **SELECT** on joypad two on the difficulty select screen. Cheers to **Alistair Struthers** from Aberdeen for that.



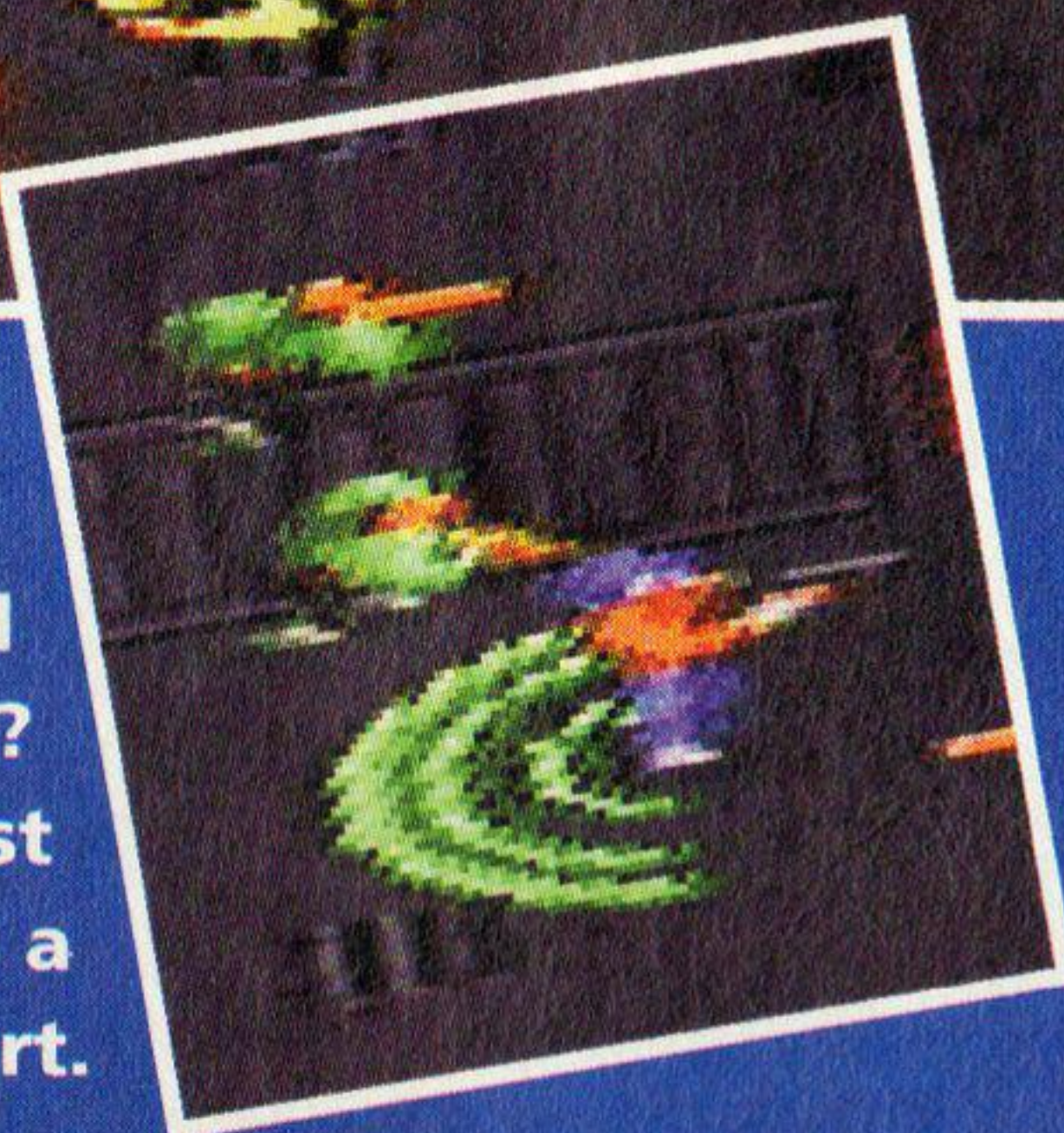
SUPER SMASH TV

Stuart Newman from Clapham has sent us all manner of tasty cheats for this top blaster. To activate the sound test, go to the option screen and press **L**, **R**, **L**, **L**, **R**. For a super fast and tough made press **LEFT**, **RIGHT**, **LEFT**, **UP**, **R** and **R** on the option screen. To access a level select press **RIGHT**, **RIGHT**, **UP**, **DOWN**, **R** and **L** on the title screen. Now go to the option screen and the level select will be waiting for you.

For more lives and continues, on the title screen hold down **L**, **R**, and press **UP**. There you go, thanks to Stuart you should never need another cheat again for *Smash TV*.



Quick compo:
What caused those skid marks?
Funniest answer wins a SNES cart.



RUSHING BEAT

Karen Able from Chester reckons that the existing characters are a bit on the dull side. The solution? Enter **CHRCNF** on the high score screen to get the character configuration screen.



JOE & MAC

This cheat's an oldie but a goodie! When you find a bonus screen containing a significant amount of 1-ups, collect them all, exit then return. All the lives will still be there! Repeat as desired. Cheers to the lovely **Vicky Bottfield** from Brighton for that one.

Send all your questions, problems, codes and bags of money to: **Q & A, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**

Q ALIEN 3

I'm completely and utterly stuck on *Alien 3* for the Super NES. Can any of the TOTAL! team give me an ace cheat, groovy tip or handy hint? I'd be forever in your debt.
Jonathon Horne, Bethnal Green

A Assuming you mean stuck on one of the levels and not super-glued to the cart or something, we suggest that you try the following level codes:

QUESTION
MASTERED
MOTORWAY
CABINETS
SQUIRREL
OVERGAME

Q TURTLES TOURNAMENT FIGHTERS

My friend reckons there's a way to make *Turtles Tournament Fighters* quicker. Is this true? If so how do you do it? If not then just throw this letter away, as I have a feeling I may be the victim of a cruel joke.

Andy Hennesey Liverpool

A While on the Title Screen, press: **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B** and **A** on controller two. You should hear a voice and be given the option of breathtaking speed. This is no joke.

Q PINK GOES TO HOLLYWOOD

I've recently purchased the frankly cack *Pink Goes To Hollywood* for the SNES. Cack it may be but easy it certainly is not. Do any of you lot know if there's a level skip? If not, could you print the passwords?

Paul Stone, Birmingham

A You're in luck, Paul. Simply pause the game and then press **SELECT**. There's your level select and that's all there is to it really.

Q KIRBY'S DREAM LAND

Could somebody in the TOTAL! team give me a top cheat to make *Kirby's Pinball Land* impossibly hard? I'm too good at it and have completed it for the squillionth time. Help!

James Rosseinsky, Bristol

A You're absolutely right James, this game is far too easy – even our art editor Jon can do it! Try this little cheat to make it a bit harder: Press **UP**, **SELECT** and **A** at the same time on the title screen. The words EXTRA GAME will appear and when you press **START** you'll have a harder game. Satisfied?

Q DUCK TALES

Have you got any cheats for *Duck Tales* on the NES? I'm completely stumped and so is my little sister, and she's usually brilliant at platform games. Anything will do. Many thanks.

Joshua McNamara, Amsterdam

A There aren't too many cheats around for *Duck Tales* but hopefully this one should help you out a bit. If you want to get some extra energy, when you're on the moon go to the room with the remote control, jump on the top alien and press **UP**. That's it I'm afraid.

Q METAL MARINES

Please help me! I'm stuck on the early levels of *Metal Marines* on the SNES and am well frustrated. Please print the level codes. Please! Please! If you do I'll send you some sweets or biscuits or something.

Jonathon Steer, Exeter

A Okay then, just for you Jonathon. We quite like chocolate hob-nobs and Josse's favourites are custard creams.

2 PCRC	3 NWTN
4 LSMD	5 CLST
6 JPTR	7 NBLR
8 PRSC	9 PHTN
10 TRNS	11 RNSN
12 ZDCP	13 FKDV
14 YSHM	15 CLPD
16 LNVV	17 JRMR
18 JCRY	19 KNLB

Q HOME ALONE 2

I keep running out of weapons on *Home Alone 2* for the Game Boy. As a result I've been slaughtered every day this week. Got any tips?

Brian Drake, Swindon

Q&A

A On the first level, collect the weapons up to the vacuum cleaner. Jump over it to the first sofa. Keep jumping on it until you reach a small platform. Collect all the weapons and jump across the gap. Get the extra life and walk into the man with the trolley. Repeat this for loads of weapons.

Q BATTLETOADS VS DOUBLE DRAGON

I've managed to get hold of *Battletoads Vs Double Dragon* and would appreciate a cheat or two to make it more interesting.

Nicholas Hooper, Brighton

A It would be too much to ask for a mere cheat to make this interesting but here's a level select and ten extra lives instead. On the character selection screen press **UP, DOWN, DOWN, UP, X, B, Y, A**, and **START**.

Q CYBERNATOR

My mate reckons that there's an alternative ending on *Cybernator*. Is this true? If so how?

Penny Edwards, Chippenham

A Indeed it is true. All you have to do is finish the game without completing any of the missions. The ending really rubs it in and made us all cry.

Q NEMESIS

Have you got any cheats for *Nemesis* on the Game Boy? Infinite ammo would be nice.

Stuart Newman, Clapham

A Pause the game, then press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B**, and **A**. This will give you a full power-up. For a full speed-up and force field, pause the game and press **B, B, B, B, B, A, A, A, A**, and **A**.

Q MICRO MACHINES

You all seem to have gone *Micro Machines* bonkers over the last few months. Have you got any cheats for the NES version then? Eh?

Jason Jarrett, Newcastle

A Okay then Jason, check this little beauty out. Pause the game in the space on the inside of the last corner of race five. Now you'll only need to cross the line to win.



ZELDA

Oliver Barbara from Somerset sent us this thoroughly useful cheat for *Zelda*. As you enter the room containing the Slime boss hold the **SELECT** button down. This will warp you through the wall and into the adjoining room. You can now collect the Sea Lilly Bell without having to fight the boss. Good one Oliver!



KRUSTY'S FUN HOUSE

Paul Robinson from

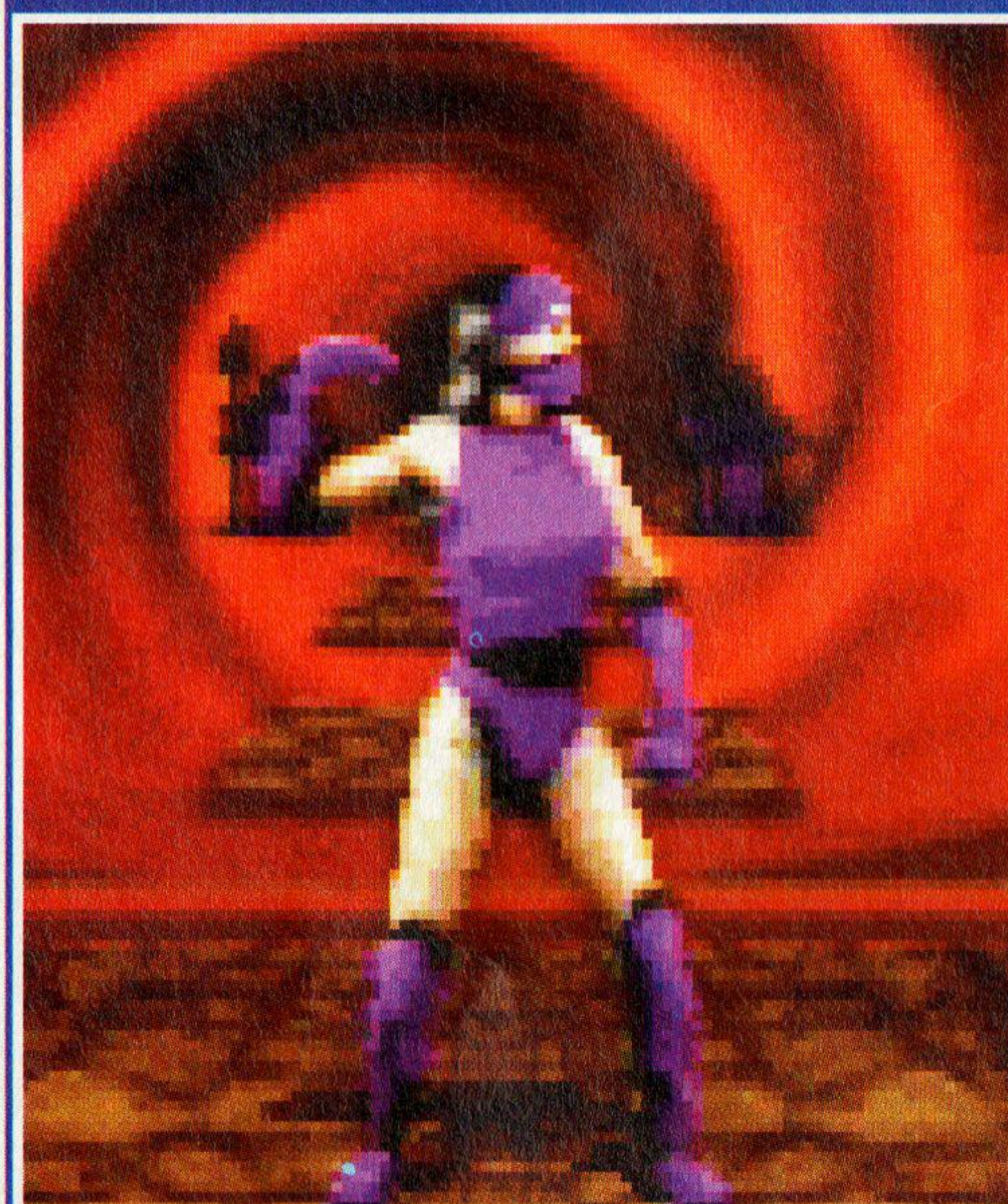
York noticed that when we printed the codes to *Krusty's Fun House* a couple of months ago, they were the American ones. Well spotted Paul and thanks for the real ones.

Level two	SKINNER
Level three	SCRATCHY
Level four	BART DUDE
Level five	BOUVIER

MORTAL KOMBAT II



To get better music, load up the game and when the **START / OPTIONS** screen comes up, simply reset the game. Hoorah to top tipster **Martin Wilson** from Keadby for spotting that one.



CASTLE QUEST

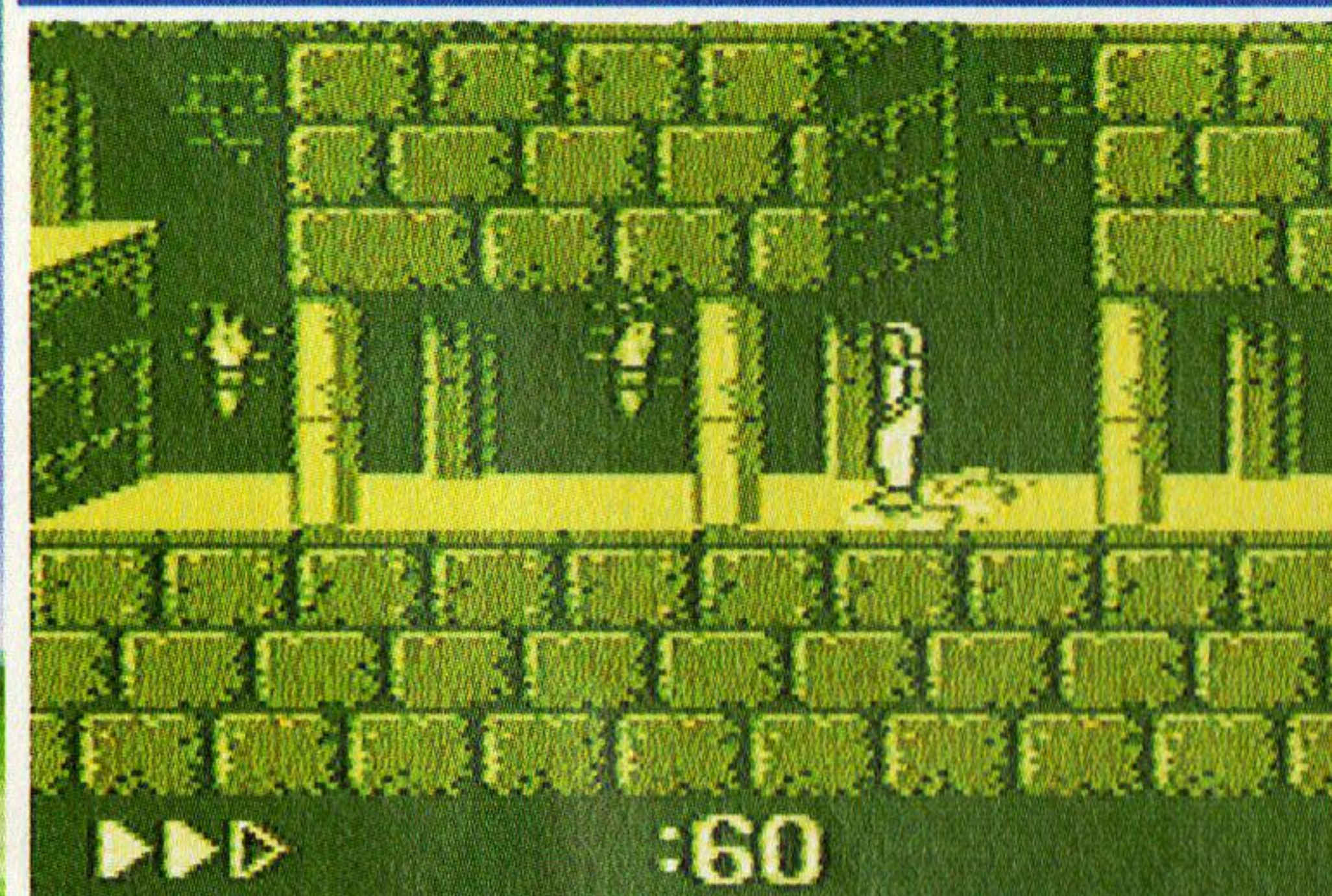
This isn't an easy game by any stretch of the imagination. Luckily **Ernest Wong** from Solihull jotted down the level codes and posted them to his favourite mag, TOTAL!

Level 1	IPPL2	level 2	GRIP2
Level 3	4RING2	Level 4	M2L4N
Level 5	CH2RRE	Level 6	P2ICH
Level 7	B2RR6	Level 8	PL5M
Level 9	L2M4N	Level 10	L3M2
Level 11	P2IR	Level 12	MING4
Level 13	PIPI6I	Level 14	K3W3
Level 15	L3CH22		

PRINCE OF PERSIA

This fantastic game is a bit of a tricky one, so our heartfelt thanks go out to **Warren Ambrose** from Swindon for these level codes:

Level 2	06769075	Level 3	24613065
Level 4	99116015	Level 5	53004005
Level 6	46308135	Level 7	76589085
Level 8	43961795	Level 9	77865785
Level 10	12463454	Level 11	36717444
Level 12	20610574	Final Stage	87017514



ROBOCOP

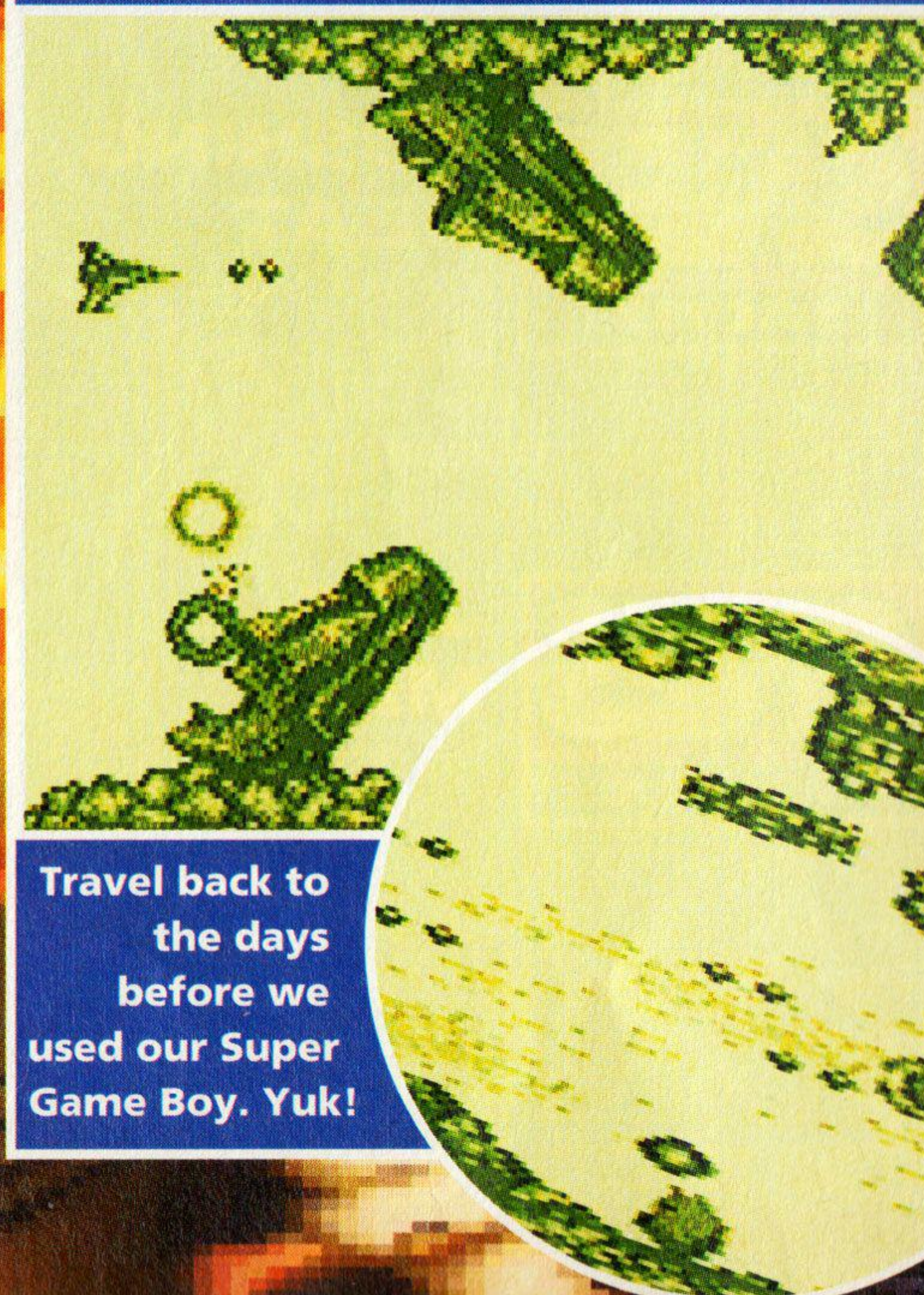
We're not big fans of this game in the TOTAL! office, but if you've got it you might as well make the best of it by using this

handy tip. When Game Over appears (ie, when you've lost, you loser!) press and hold **A, B, SELECT** and **START**. You can now enter the continue option screen as often as you like. Hurrah to **Claire Shepherd** from Aldershot for that spiffing tip.



NEMESIS

Want a bit more power? **Jim Rosseinski** from Bristol is your man, he's sent in this great cheat for *Nemesis*. During the game, Pause the game and press the following buttons: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A**, and **START**. You should now have a fully powered-up ship.



Travel back to the days before we used our Super Game Boy. Yuk!

UN SQUADRON



So you think this is a bit on the easy side do ya? Well try this cheat for an extra hard level: With controller one go to the option screen and highlight the difficulty setting. Now using controller two, hold down **A** and **X** and change the difficulty with controller one. You should now see a new level called **GAMER**. You've got **Jonathon Steer** from Exeter to thank for that one.



Does that space ship on the right look like a metallic duck or is it just me being a bit odd?



Hoola hoops aren't the scariest obstacles for a pilot.



SUPER R-TYPE

David Tutin from near Reading has found a level select on this classic blaster. Go to the second title screen, press the **R** button nine times and press **UP** nine times. Start the game and pause it, now press **A**, **R** and **SELECT**. Simple, eh?



ULTRAMAN

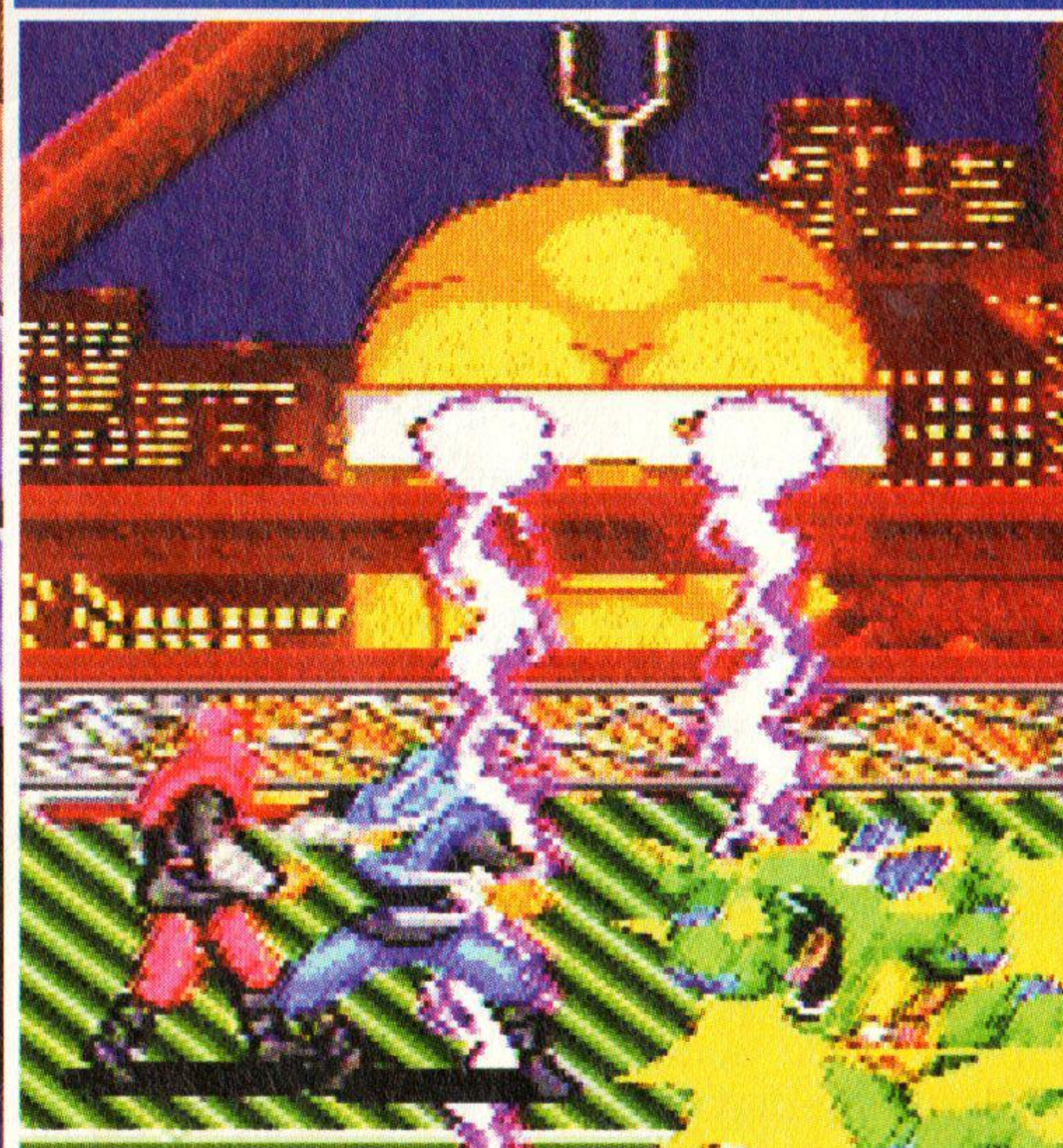


Yet another hidden option screen surfaces, this time for *Ultraman*. Simply hold down **X**, **Y**, **A**, **B**, **SELECT** and press **START**. The options screen will now be yours thanks to this top tip from the lad **Nicholas Hooper** from Warwick.



TURTLES IN TIME

Emma Smart has sent us all manner of cheats for this top title all the way from the West Indies. To fight the end-of-level bosses, press the following on the title screen using controller two: **UP, UP, UP, DOWN, DOWN, DOWN, B, A, B**. For a level select, use controller two on the title screen and press: **LEFT, RIGHT, LEFT, RIGHT, R, L**. For extra lives press: **UP, UP, DOWN, DOWN, L, R, B, A**. Thanks Emma!

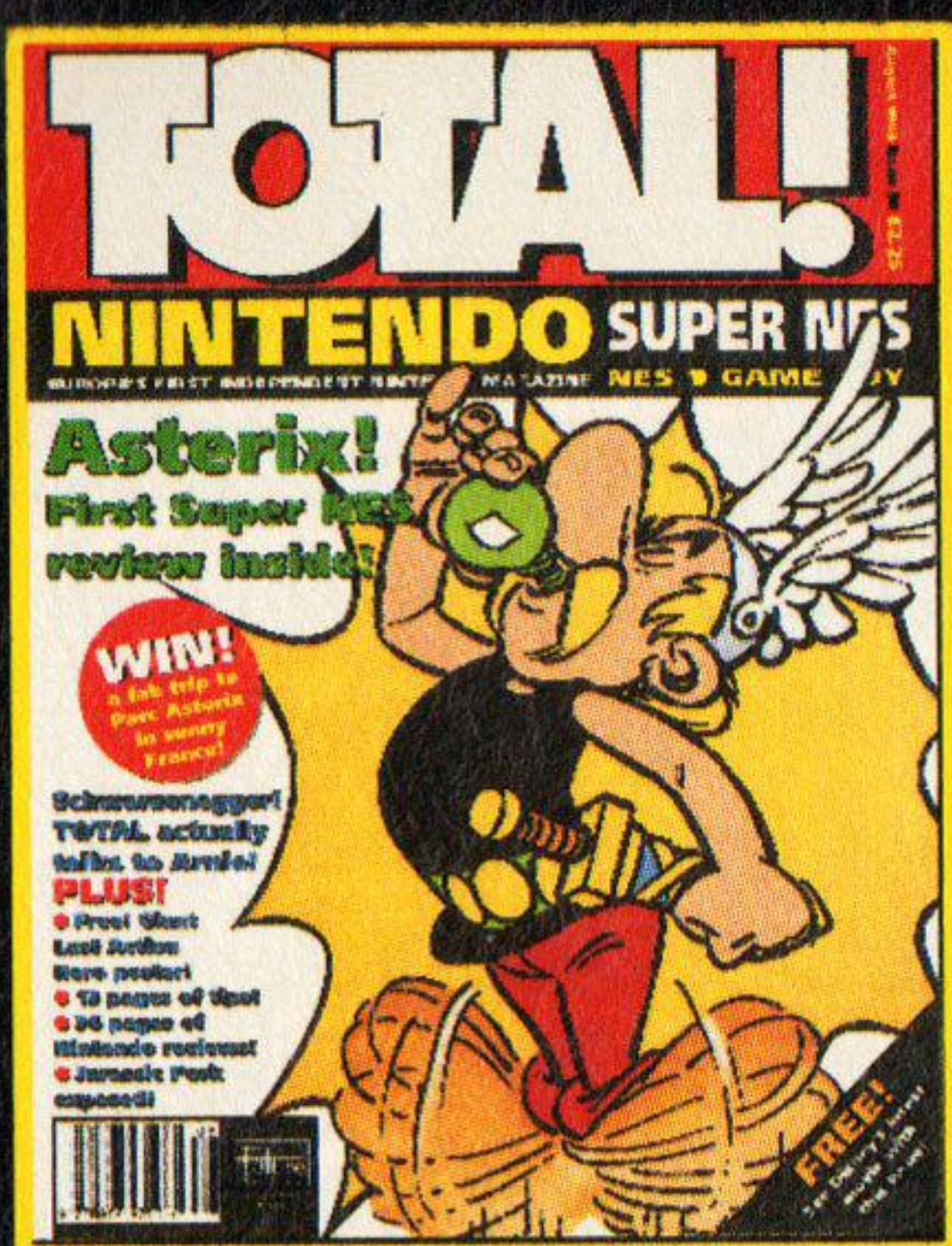


That turtle on the right seems a bit startled by the sight of two grown men smooching to tune of Moon River.

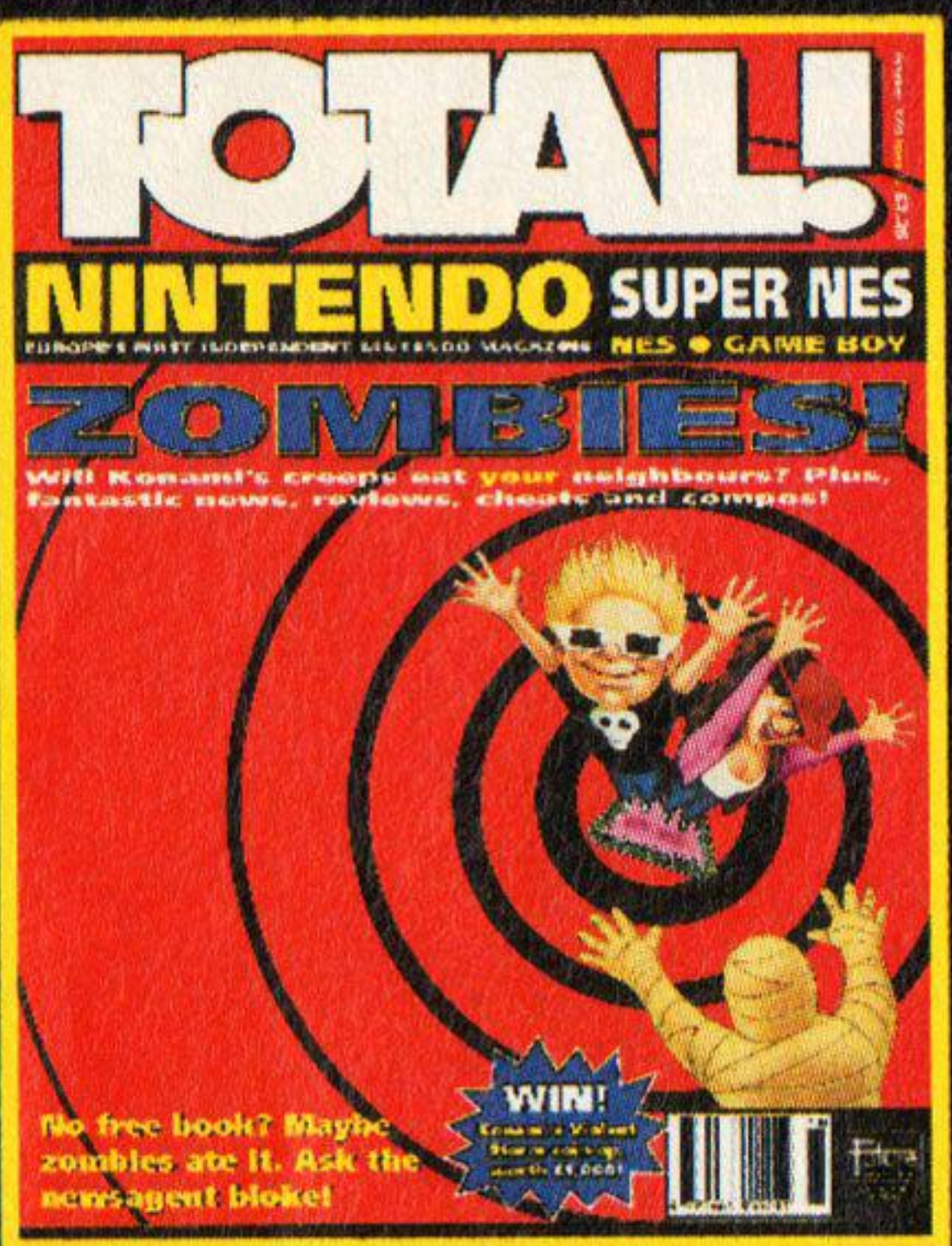
TOTAL! SOLUTIONS

The **TOTAL!** team are such a **sadistic bunch of evil and SADISTIC SODS**, we've taken all the fun out of playing these games by providing solutions. Ha!

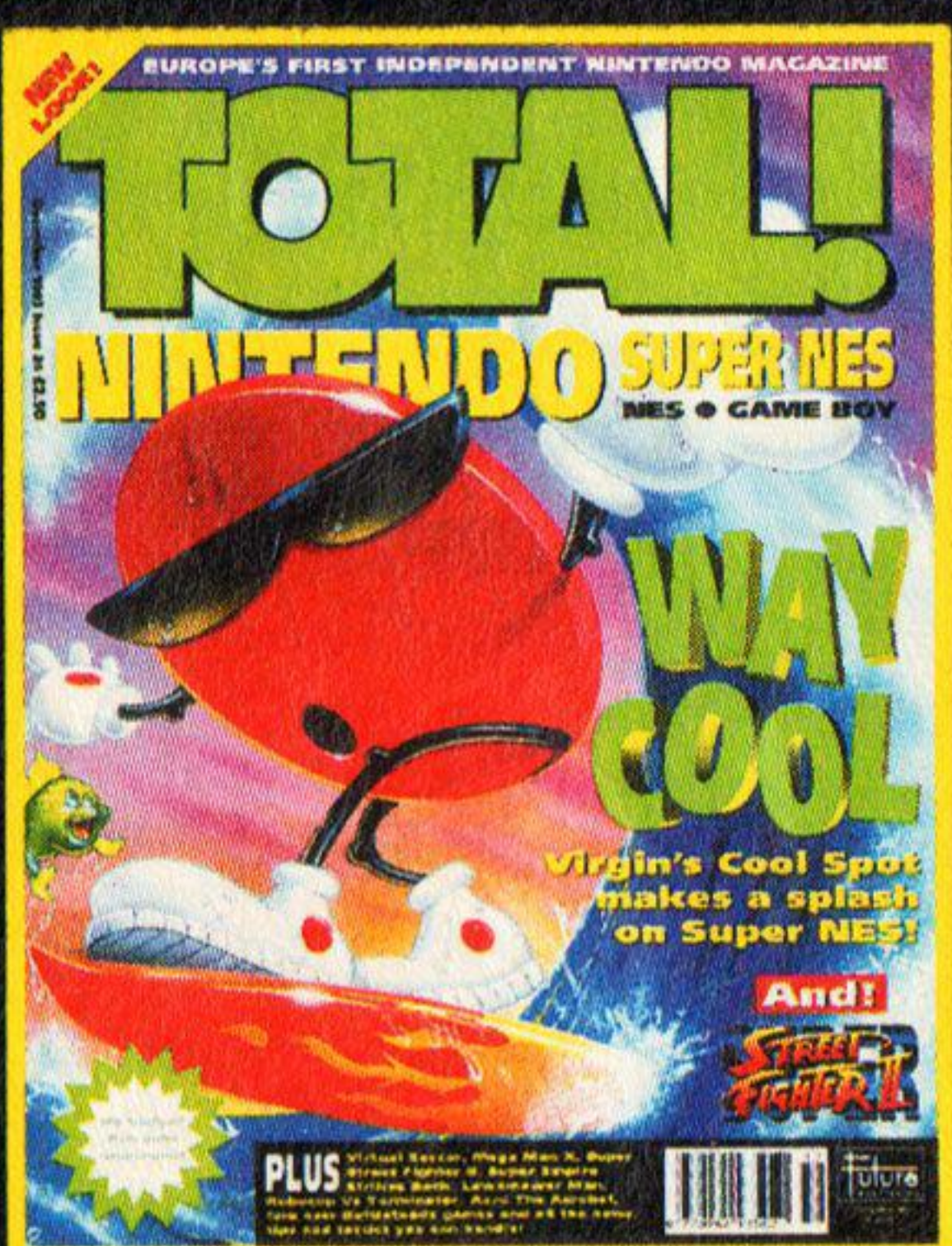
Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs the Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Castlevania II	NES	10
Cybernator	SNES	22
Defender of the Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19&22
Dragon's Lair	NES	10
Dr Franken	GB	15
Duck Tails	GB	7
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Little Nemo	NES	11-12
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
Prince of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Rad Gravity	NES	18
Rainbow Island	NES	13-15
Rescue of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Skyblazer	SNES	29
Solstice	NES	3
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 2	NES	4-5, 24
Super Mario Bros 3	NES	2-3
Super Mario Bros 3	SNES	25
Super Mario - The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Star Wars	SNES	20
Teenage Mutant Hero Turtles	NES	1-2
Terminator 2	GB	6
Wolfenstein	GB	30-31
Zelda	NES	8
Zelda	SNES	14-17
Zelda II	NES	9
Zelda IV	GB	24-29



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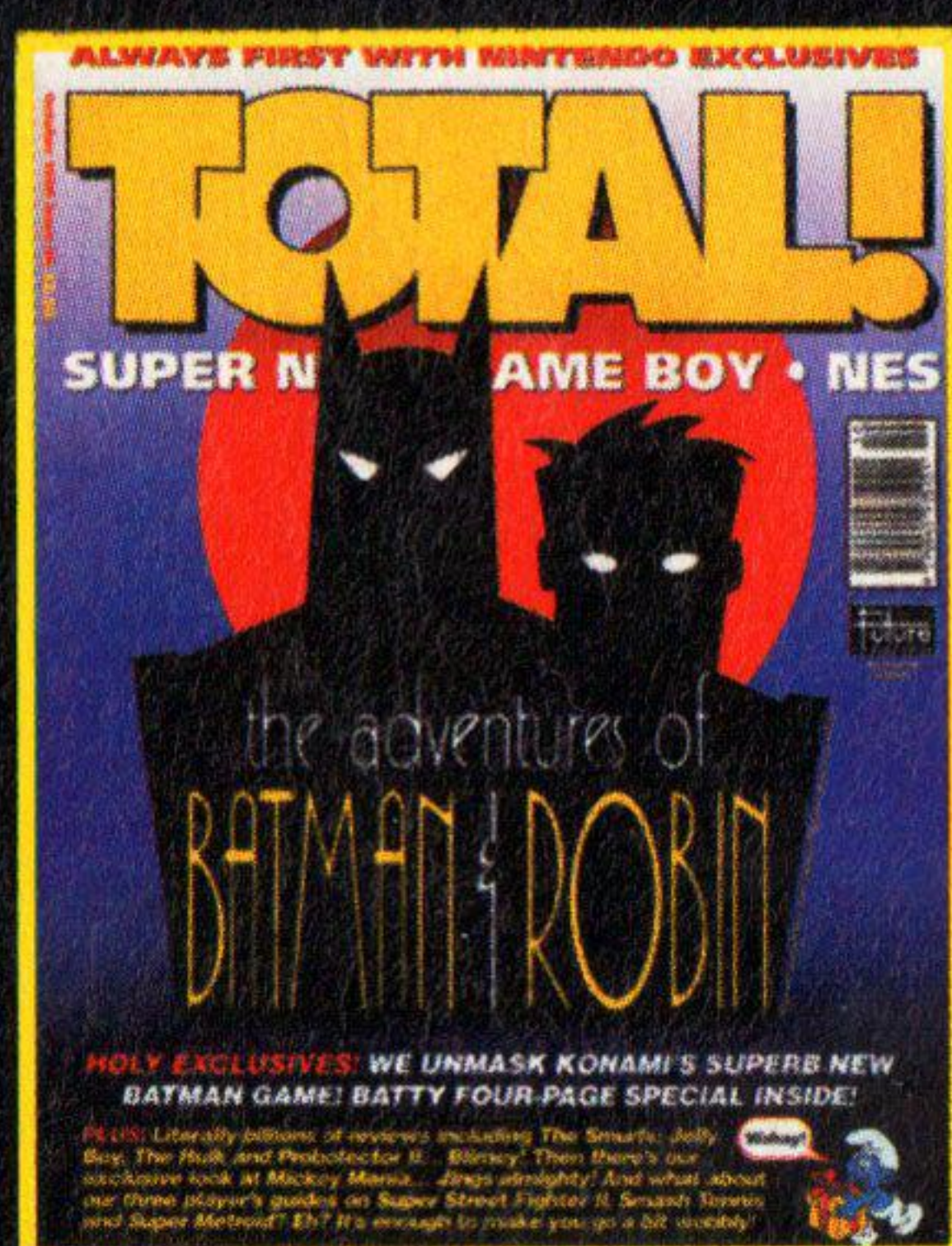
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ISSUE 24 • code: TOT24



ISSUE 29 • code: TOT29

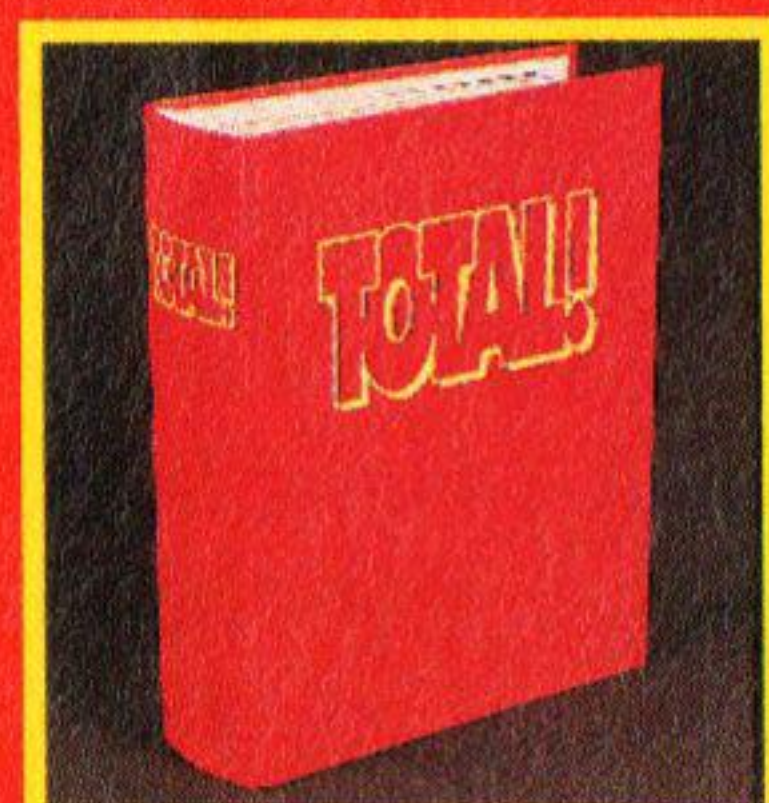


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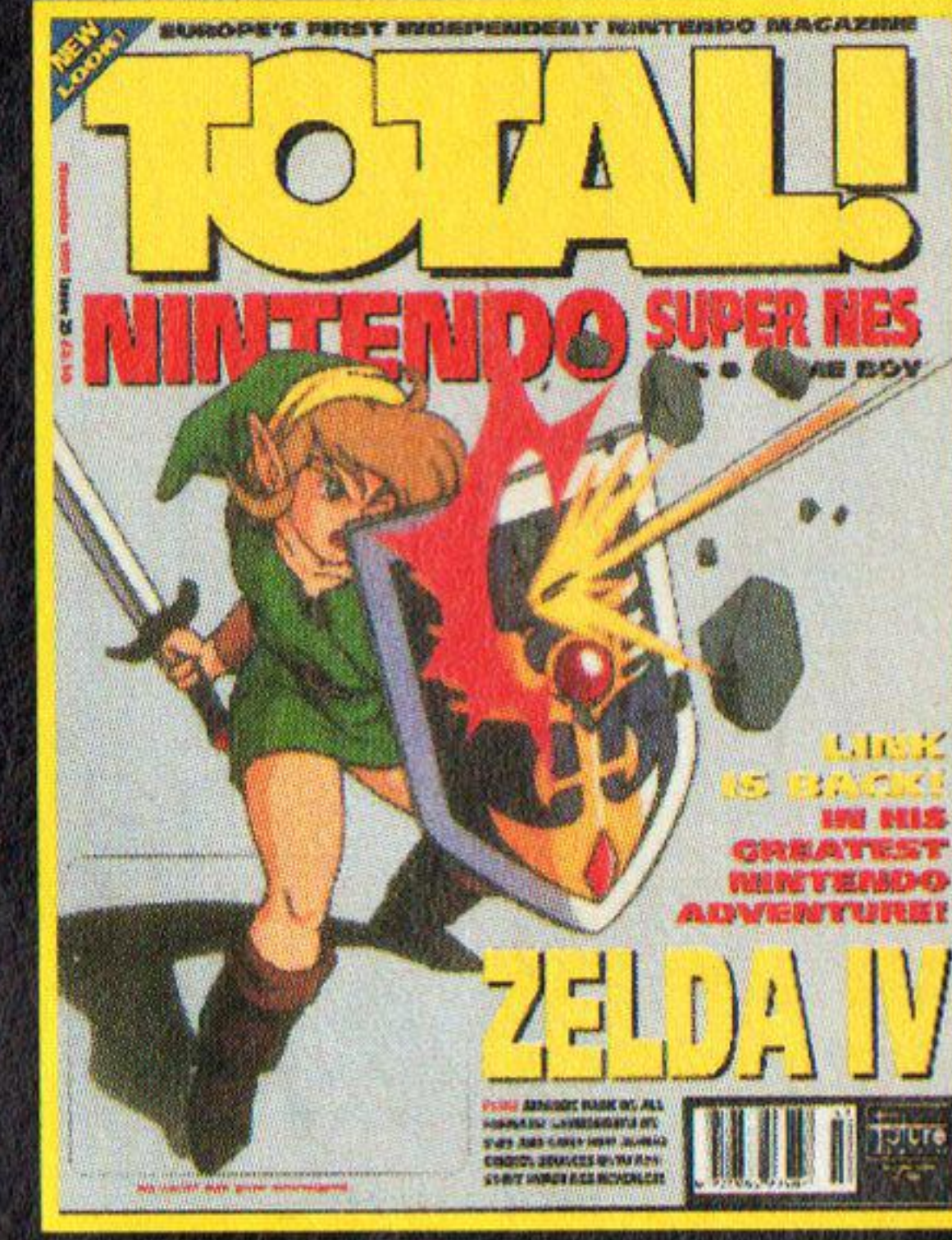
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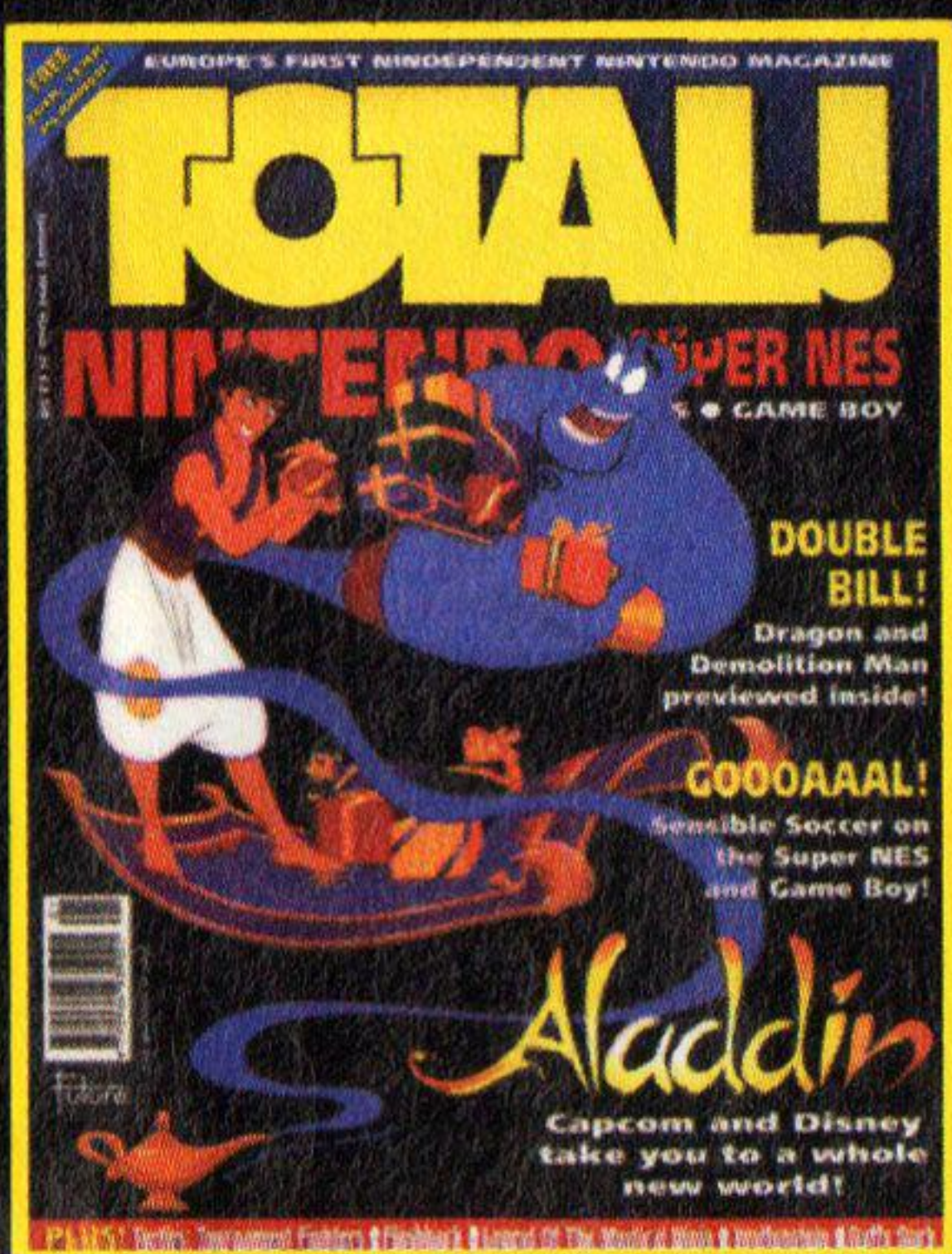
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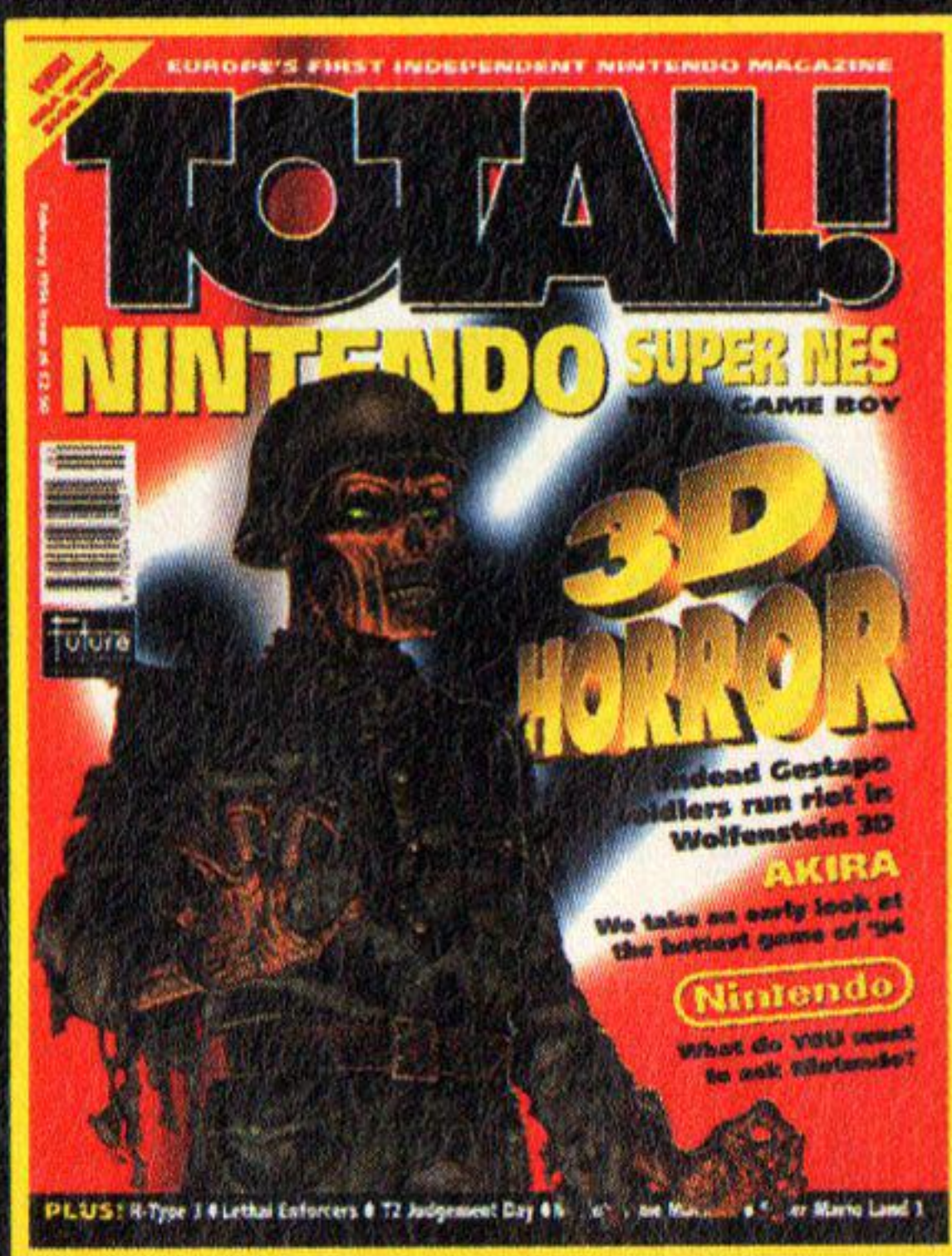
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ISSUE 23 • code: TOT23



ISSUE 25 • code: TOT25



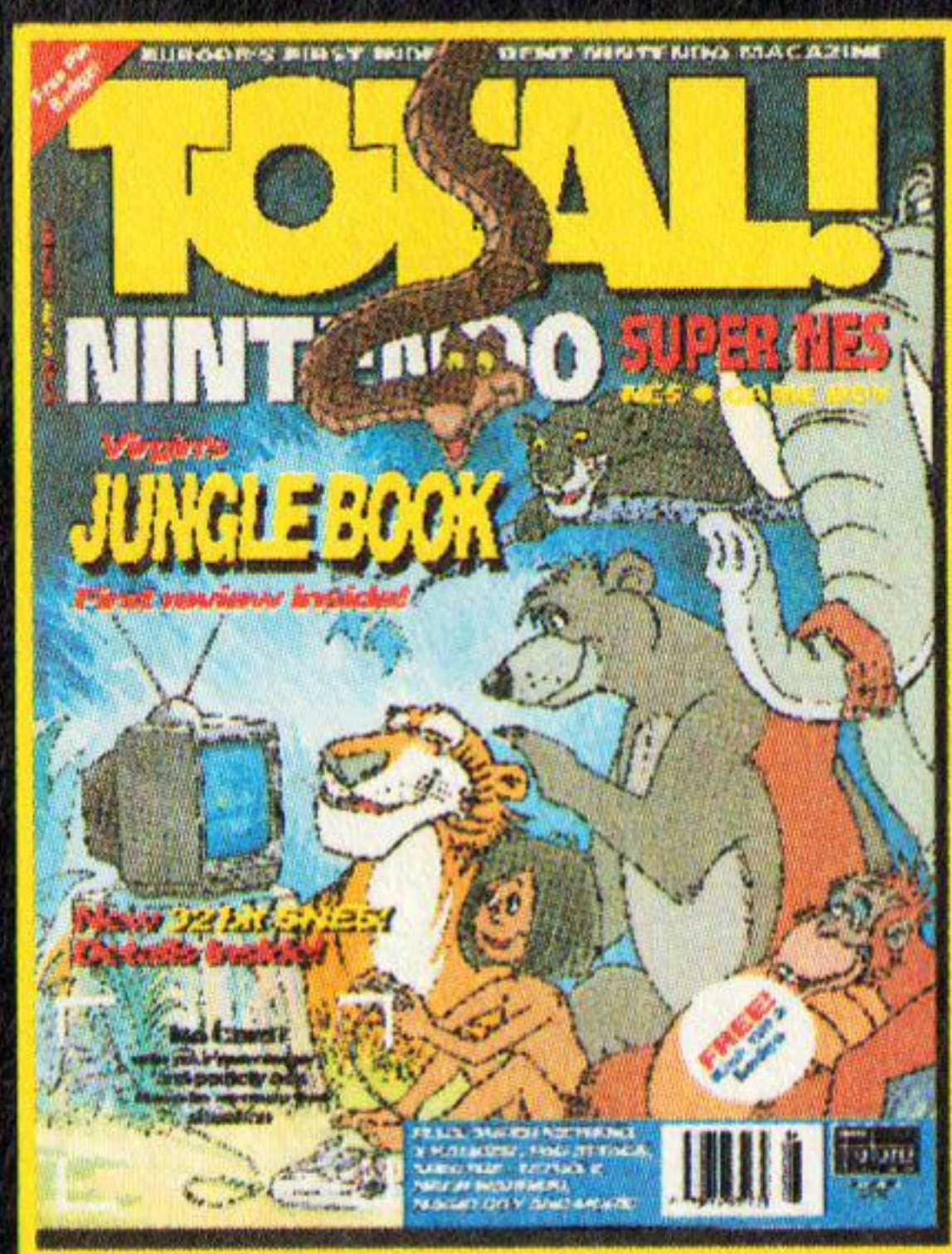
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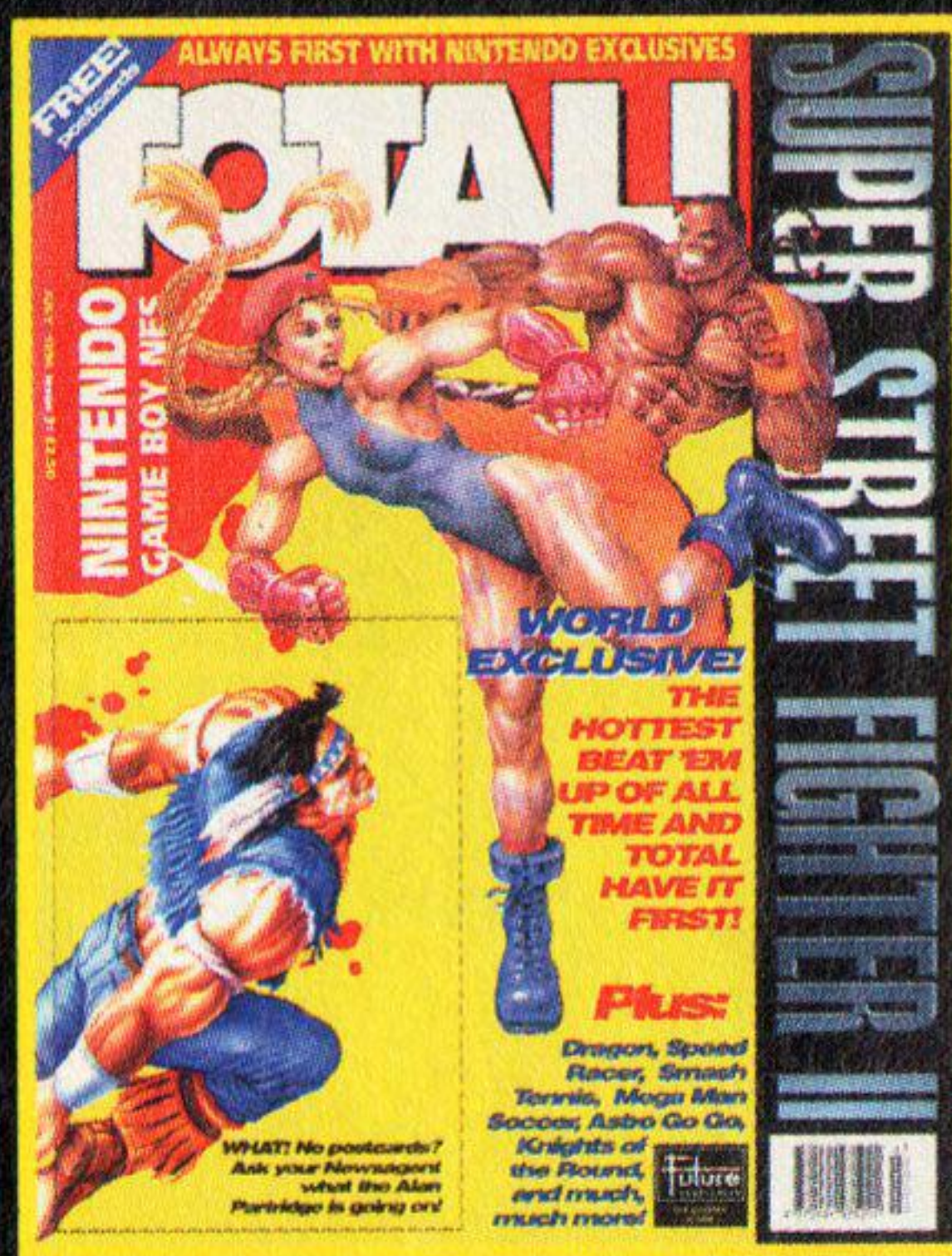
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ISSUE 28 • code: TOT28



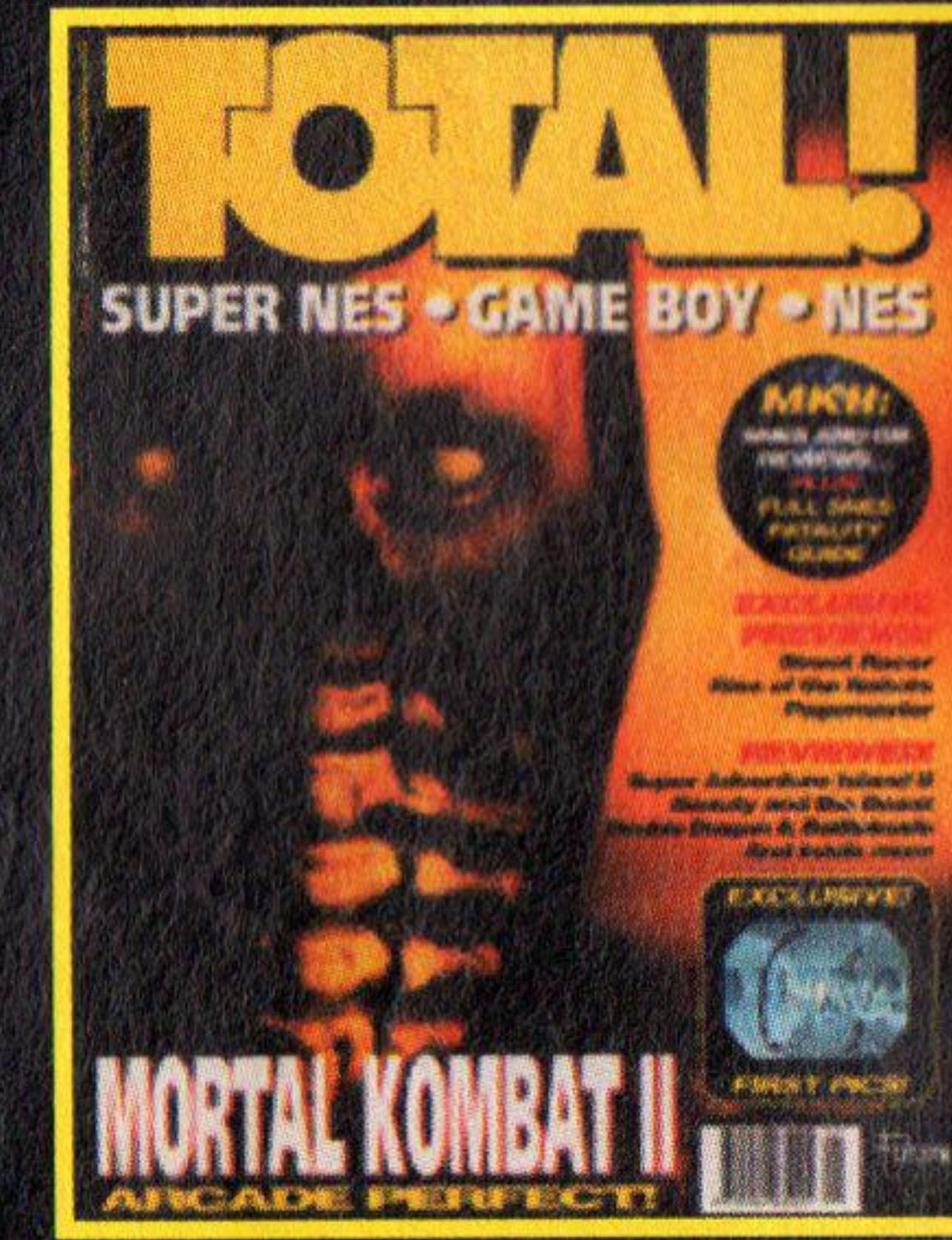
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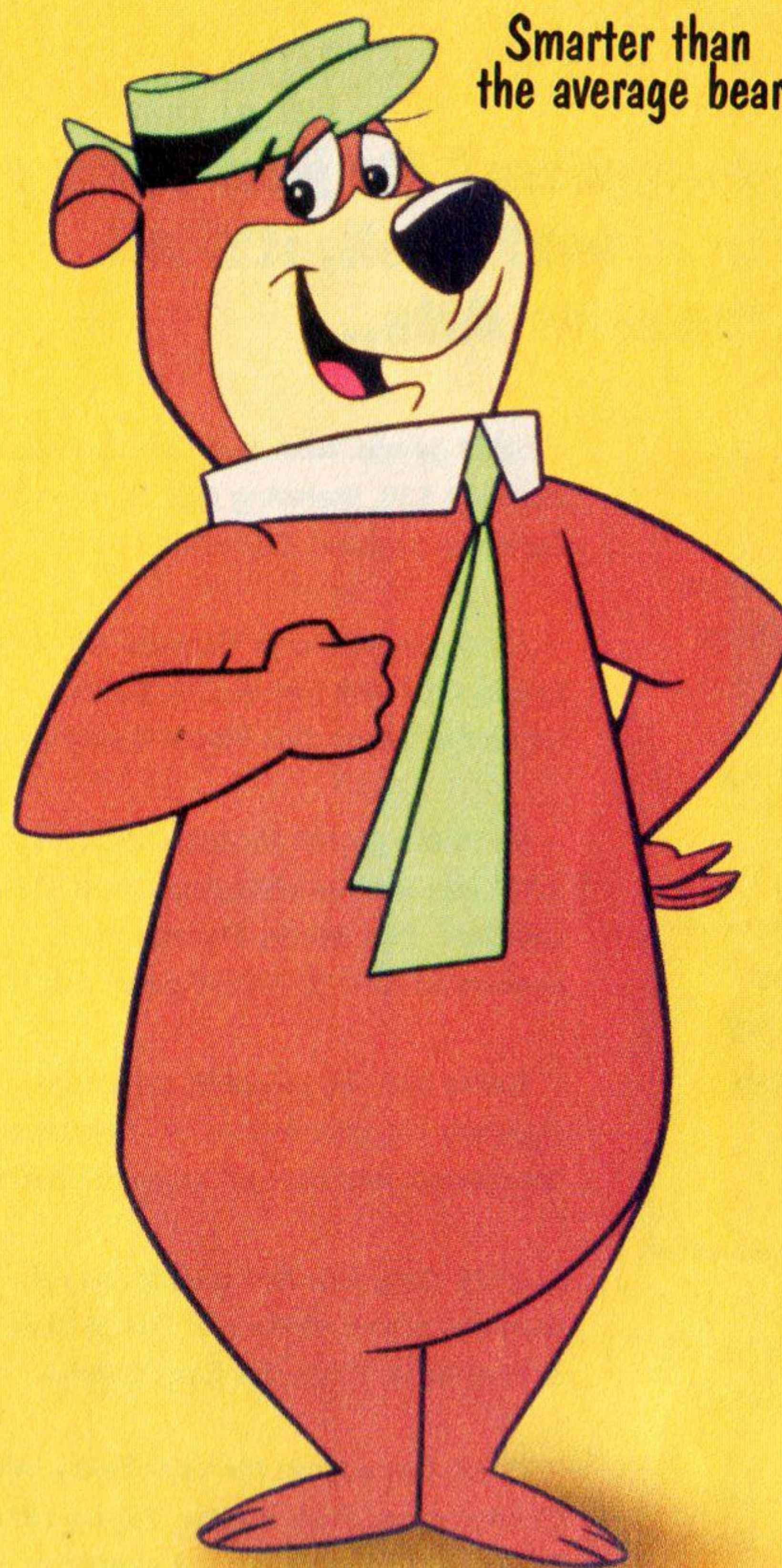
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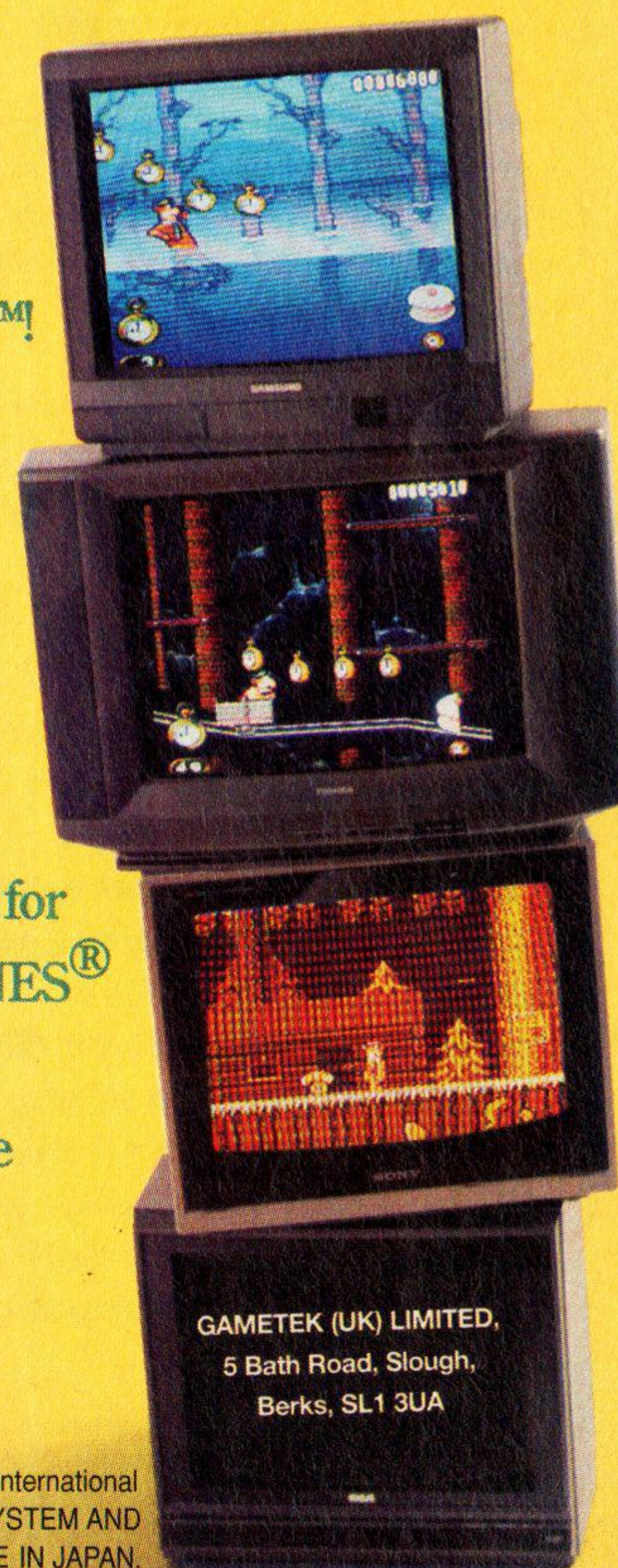


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Tel: 041 956 6053

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Tel: 0253 869467

● Game Boy Duck Tales for sale. £10. Good condition including instruction booklet. It got 78% once in this mag and I quote, "A good collect 'em-up with good control and a tough challenge."

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● DD + T2 for GB, £5 each. Mags for sale: TOTAL nos 17, 18, 21, 26, 28; NMS nos 9, 20, 21; GM no 14. All mags £1 each plus p&p. All mags are in good condition.

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● Game Boy for sale. Game Boy, headphones, Tetris, SML1, SML2, Zelda 4, Double Dragon, Action Replay. All boxed with instructions. £70. Ask for Chris.

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● Two GB games for sale: Super Mario and Dragon's Lair. £15 each or £25 for both. GB Game Genie £17. Or all three for £37.

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● I am selling the following Game Boy games: Fall of the Foot Clan, Double Dragon and Turrigan (all boxed, £10 each), plus Fortress of Fear and Back from the Sewers (£9 each). Phone after 6.30pm any day.

Tel: 0494 673865

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● SNES games: NBA Jam £30, Troddlers £25, Zombies £20, Starwing £15, Batman £20. All games are boxed. Call now!

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● SNES games: Super Metroid with Player's Guide £30, FIFA Soccer £25, Super Tennis £15, Super Star Wars £20, Mario World (no box) £15.

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● Yo! SNES games for sale: Street Fighter II (£15) and Mickey's Magical Quest (£25), both unboxed. Plus boxed Starwing (£25) – unwanted gift! It's brand new! Ask for Doron.

Tel: 081 958 7553

● Game Boy, AC adaptor, car adaptor, light, cleaning kit, nine games. All decent offers considered. And Master System with eight games.

Tel: 081 673 7005

● SNES. Nine months' guarantee left, two joysticks, seven games inc Prince of Persia, Zelda 3, Flashback. £150 n/o. Ring Charlie.

Tel: 0226 746261

● Game Boy games for sale! Zelda, Alfred Chicken, Populous, R-Type, Jurassic Park, Mario 1. Sell for £15 each! Phone evenings.

Tel: 021 308 4575

● **Hello. Pro-Action Replay for SNES for sale. Good condition. Will sell for £15. Phone weekdays between 4-5pm. Call Mark Duncan.**

Tel: 0235 527941

● Back issues! TOTAL 1 – £20, 2-5 – £7 each, 6-15 – £3 each (plus p&p). All in good condition. Phone David after 5pm (weekdays).

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● UK SNES for sale, two months old, with NBA Jam. Also other games for SNES and Mega Drive for sale.

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● SNES games: Street Fighter II Turbo £30, Lemmings £20, Super Soccer £15, Smash TV £15. GB games: Mario Land 2 £15, Batman £10, Kick Off £10, Bugs Bunny £5, Addams Family £5. All as new. Ask for Steve.

Tel: 0962 860653

● SNES £21 – Zelda, Mortal Kombat, Pilotwings, Mario World, Pop 'N' Twinbee, Cybernator, Star Wars. £10 controller. £5 converter. Wants: Super Metroid, Empire Strikes Back, Secret of Mana, Rainbow Bell. Game Boy and Mega titles also. Ask for Matt.

Tel: 0602 321948

● Championship Pool £30 ono. Also Joe 'N' Mac £15 (no box). Ask for Ben between 6-7pm.

Tel: 0376 502396

● UK SNES Jurassic Park for sale. Worth £50, sell for £35. Phone 4-6pm.

Tel: 091 257 5438

● For sale, SNES games: Super James Pond, Mario Paint, Joe 'N' Mac, Aladdin, Road Runner. South Bucks area.

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● NES for sale! 21 games including Probotector 1 and 2; Mega Man 1, 2, 3, 4, 5; SMB 1, 2, 3 + Zelda. Sell for £70, worth almost £1,000. Call Dan after 5pm.

Tel: 081 208 3725

● FIFA Soccer for sale (UK), £30 with box and instruction booklet, brand new (SNES game), or swap with NBA Jam. Call Bob now!

Tel: 081 530 7232

● SNES games for sale. Street Fighter II, Super Double Dragon (Jap), Joe 'N' Mac, Addams Family, Gods (US). £20 each ono. Ask for Oliver.

Tel: 0428 714106

● SNES Tiny Toon adventures for sale or swap for Mega Man X. Sale price: £35, boxed with instructions. Call between 6-8pm.

Tel: 0475 721815

Swaps

● SNES swap. Super Putty, UN Squadron or Street Fighter II (no box) for NBA Jam, Mortal Kombat or Starwing.

Tel: 0995 602696

● NES plus 12 games, two controllers, light gun, max joystick – will swap for SNES with one controller and no games.

Tel: 0625 432143

● I will swap my Zelda 4 (GB) or Battletoads 2 (GB) for your Donkey Kong '94 or Mortal Kombat II (GB).

Tel: 070 082281

● UK SNES games: Alien³, Pugsley's Scavenger Hunt, WWF, Starwing. Swap for Batman Returns or Street Fighter II Turbo. Ask for Barry.

Tel: 0903 725885

● I will swap my Game Boy plus five games: inc Mortal Kombat, Mario, Lemmings plus carry case for Mega Drive – one or two games.

Tel: 0482 648244

● I will swap Super SWIV or Spider-Man and the X-Men (UK), not boxed, for your Stunt Race FX. Call after 4pm.

Tel: 021 421 2510

● I will swap Mario Kart, NHLPA Hockey or Exhaust Heat for any good game, or £25 each. Ask for Chris. (All boxed with instructions.)

Tel: 0206 827506

● I will swap my English Zelda, Super Tennis, F-Zero for your English Rival Turf, Rushing Beat Run, Super Probotector. Must deliver.

Tel: 021 421 8107

● SNES with four games and one controller for £100, or rather swap for an Amiga 500+ or 600.

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Tel: 0492 870769

● **Wanted – TOTAL! mag no 23, Super XS no 5.**

Tel: 0467 621348

● Wanted – Street Fighter II Turbo and instructions. Box not required but preferred. Will buy or swap for any of my games. Ask for Oliver.

Tel: 0428 714106

● Please can someone help? I need the instructions for Super R-Type and also Jack Nicklaus Golf. I will pay £3 for each one.

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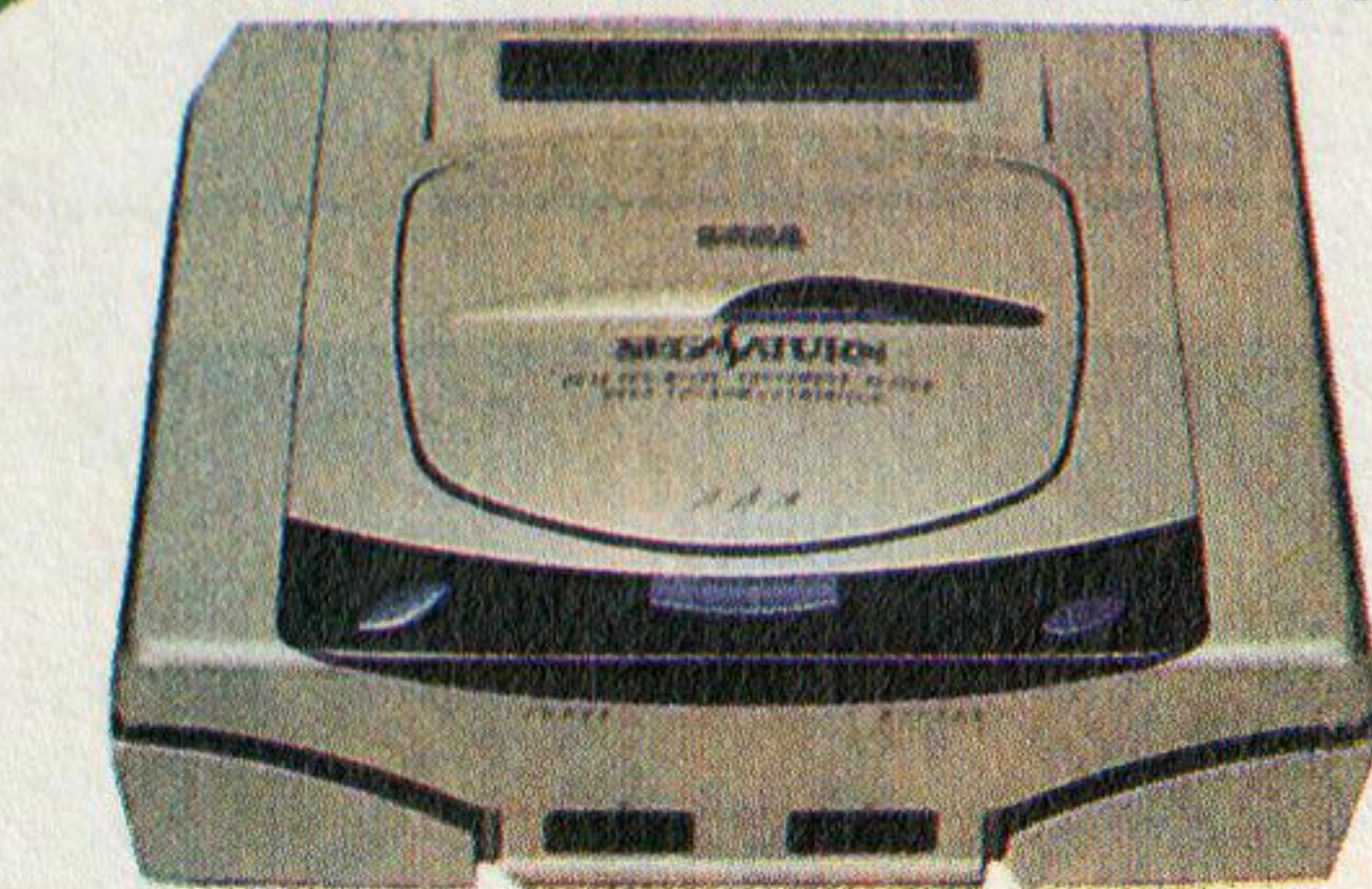
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MOVES



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TOTAL! RECALL

Since this issue is the complete guide to everything Nintendo, we thought it only fitting to devote this month's TOTAL! Recall to the game genre that started the whole thing and set Mario on the road to world domination... The platform game!



NAME:
ATKO
HAIRSTYLE:
PINEAPPLE
GENRE:
PLATFORM
GAMES
FORMATS:
ALL

Since Mario's humble beginnings in a game called *Donkey Kong*, the platformer has come a very long way indeed. Throughout Nintendo have managed to consistently produce the best of the type with the now legendary *Mario* series of games and are

about to take the whole thing a step further with the stunning *Donkey Kong Country* (reviewed on page 36). Whether you own a SNES, Game Boy or NES, what follows represents the very best in platform gameplay available for your system.

PLATFORM GAMES

1. MARIO ALL STARS

Well, we've got *Donkey Kong Country* now, but to be honest, you still can't beat the all-out-value-for-money deal you get from a cart featuring four brilliant Mario games on one cart.

Super Mario Bros 3 on the NES was always regarded as *Super Mario World's* equal so to have a version on the SNES is brilliant enough alone, and then you get three other games besides... Brilliant!

Issue 21

99%

2. DONKEY KONG COUNTRY

It's big, it's beautiful, it's arguably the best platform game ever. This has all the class of *Super Mario World* and the pumped-up, bogglingly-good graphics you'd expect from a newer title.

We can't really place it above *Mario All Stars* but if you want the absolute pinnacle of platform action, this is most definitely it.

Issue 36

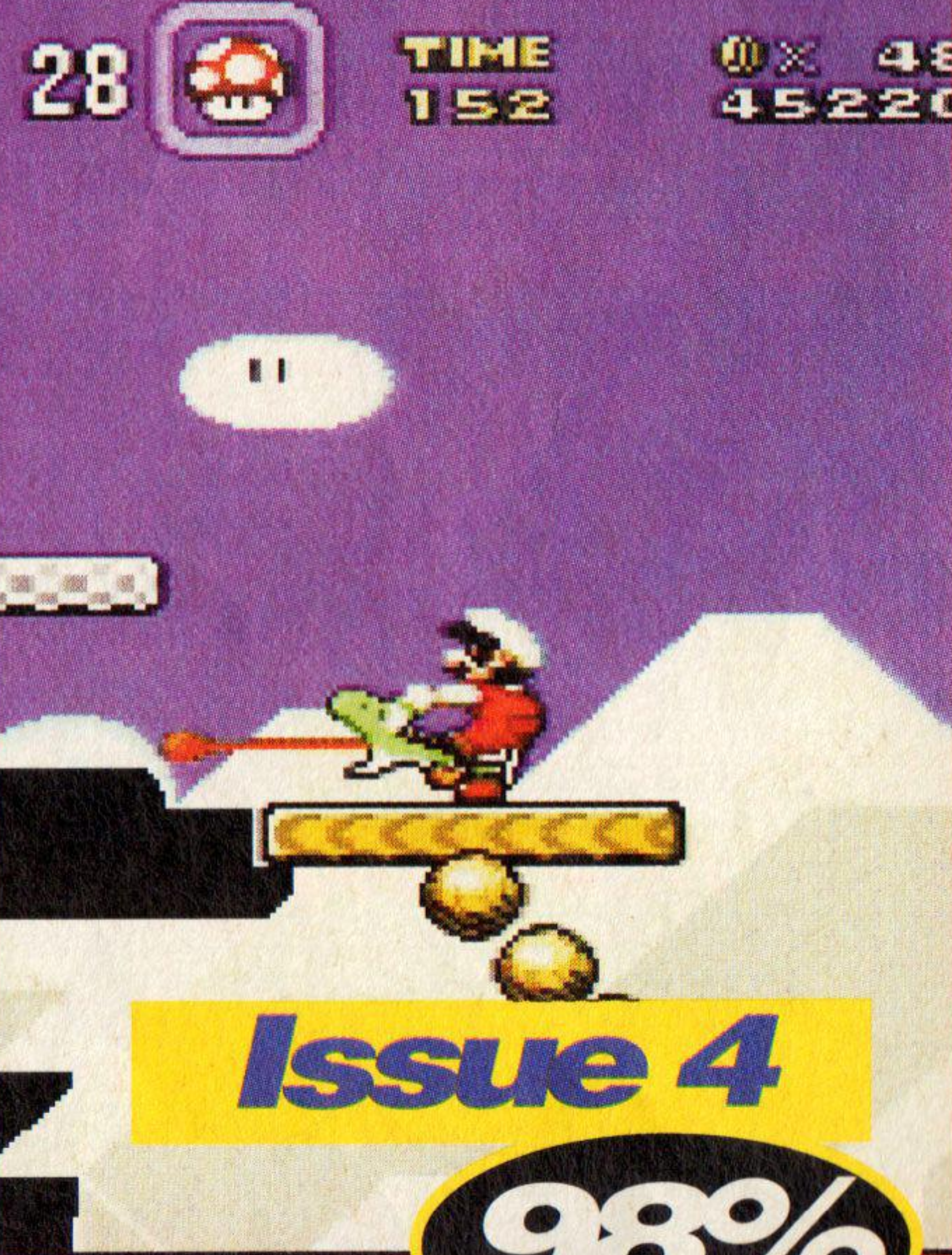
97%



3. SUPER MARIO WORLD

Very, very similar to *Donkey Kong Country* and as such, a superb title. However, next to *DKC* the graphics pale into insignificance.

To be honest, anyone who enjoys their games should own all of these top three titles.



4. Earthworm Jim

Shiny claim to have created a whole new genre with *Earthworm Jim*. It's a bit of a bold claim but what they have achieved is a platformer that takes all the old values and looks at them differently, and with a very wry sense of humour.

There are so many original touches and so much fun to be had that this is a game which deserves a place right next to the legendary *Mario* games.

Issue 35 95%

5. Mickey Mania

Not a lot to say about this, apart from "It's bloody great!" The gameplay's a real treat, there's heaps of variety and the way the game sort of plots the history of the Mickey cartoons is an imaginative flourish that really adds to the experience. Splendid!

Issue 36 85%

6. The Lion King

What a treat! Just as everybody seemed about to slag it off for being another *Jungle Book*, it turns out to be just another *Jungle Book*, but with a better playtested difficulty curve and gameplay that keeps you coming back for more long after you've chucked most of the rest of your platformers in a cupboard to collect dust.

Issue 36 91%

7. Aladdin

The wonderful graphics capture the feel of the animated movie brilliantly, but for most, this game turned out to be just a bit too easy. Still, for younger gamers the film tie-in and splendid animation should prove enough to make it a worthwhile experience.

Issue 25 85%

8. The Jungle Book

Curiously gets the same mark as *Aladdin*, although this Disney platformer seems to fare a little better in the gameplay and difficulty stakes. It's a fine platformer, an exceptional looker, and with those brilliant tunes straight from the classic film, it's a winner.

Issue 30 85%

9. Cool Spot

One of Dave Perry's older games and one which you'll either love or hate. It's not perfect, but no-one can deny the style and slick execution of the game.

Issue 24 92%

10. Jelly Boy

He's big, he's round, and just occasionally he's been seen bouncing on the ground. He's Jelly Boy, and he's a funny little chap who manages to turn this platform semi-puzzler into rather a treat.

Issue 34 90%

GAME BOY

1. Donkey Kong '94

Utterly brilliant! Starts off like the old coin-op then just carries on getting better and better and better and better and better and bet... well, we think you get the point.

Issue 32 92%

2. Super Mario Land

We've played it to death so we're a bit bored of it but this is still the classic Game Boy game to own. If you've got a Game Boy, we recommend that you really should own this cartridge.

Issue 1 94%

3. Cool Spot

Like the SNES version it's all very slick and lovely and they've done a great GB version. But have a play before you buy it, 'cos not everyone likes it.

Issue 31 92%

4. Parasol Stars

It may contain some of the cutest characters you've ever seen, but this just happens to be one of the toughest platformers money can buy. It's also a classically good play too.

Issue 11 92%



5. Tiny Toons

They're especially tiny on the Game Boy and pretty darn Toony too. Not a lot to say really except that this is a right old hoot. Perfect Game Boy stuff.

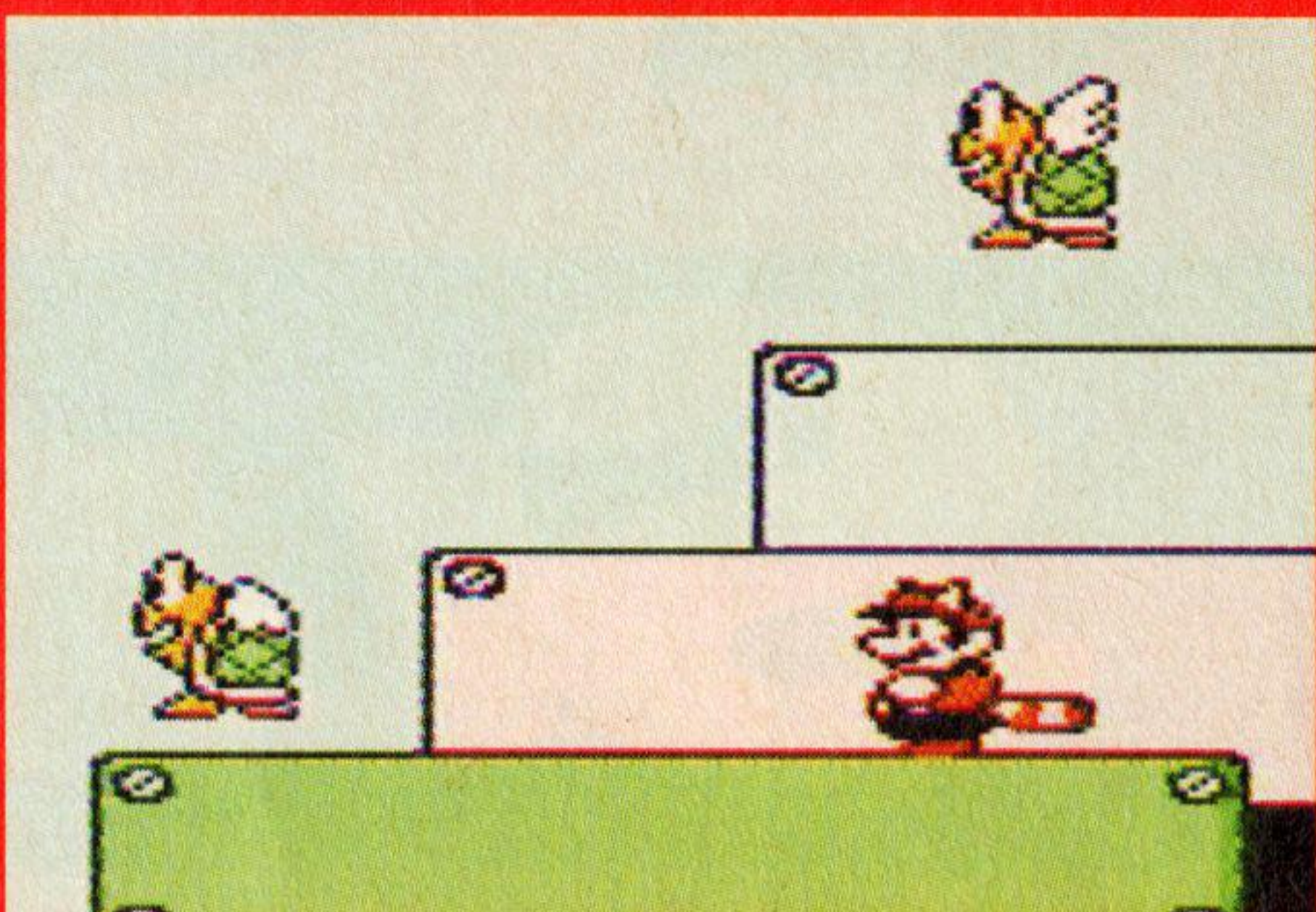
Issue 9 89%

NES

1. Mario Bros III

Some would say this is superior even to *Super Mario World* on the SNES. Certainly it's as well-designed, beautifully structured and playable a game as any you could wish to find on an 8bit system.

Issue 1 98%



2. Super Mario Bros

Looking a little dated now, but that classic *Mario* gameplay still shines through. And brilliant and very tough platform game. What a classic.

Issue 2 93%

3. Dizzy

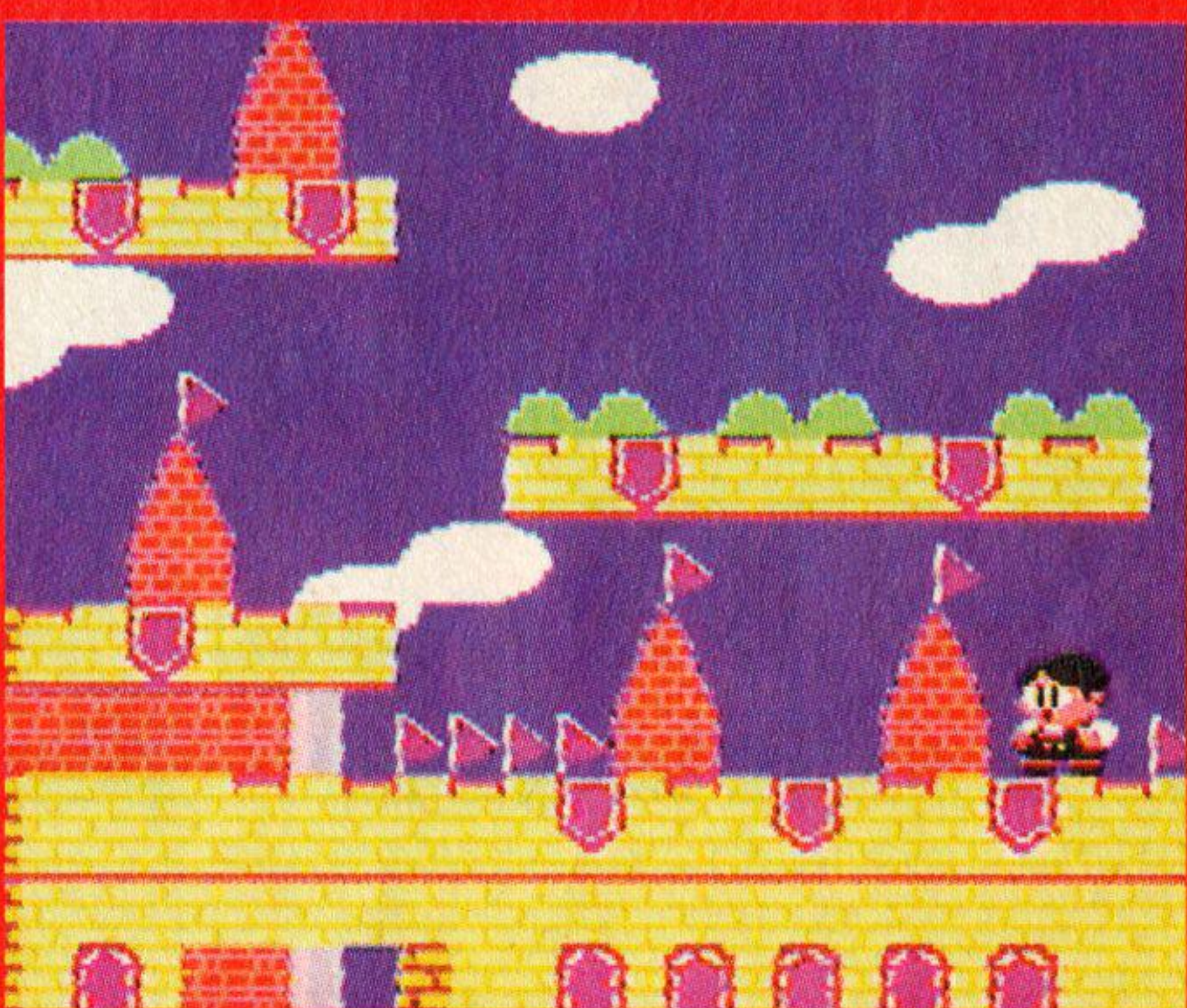
Codemasters often get a bit of stick for their twee games, but no-one can deny the pleasure you get from this simplistic, yet ingenious, platform adventure. Hurrah for the egg!

Issue 2 93%

4. Rainbow Islands

Brilliantly simply, devilishly difficult and just downright bloody playable, *Rainbow Islands* has become almost legendary. It's a complete corker.

Issue 5 92%



5. New Zealand Story

The arcade version was tops, and this is a superb conversion. It looks very cute - and those looks now seem a little dated - but underneath there's a well-devised challenge that even the best gamers amongst you will find daunting.

Issue 2 93%

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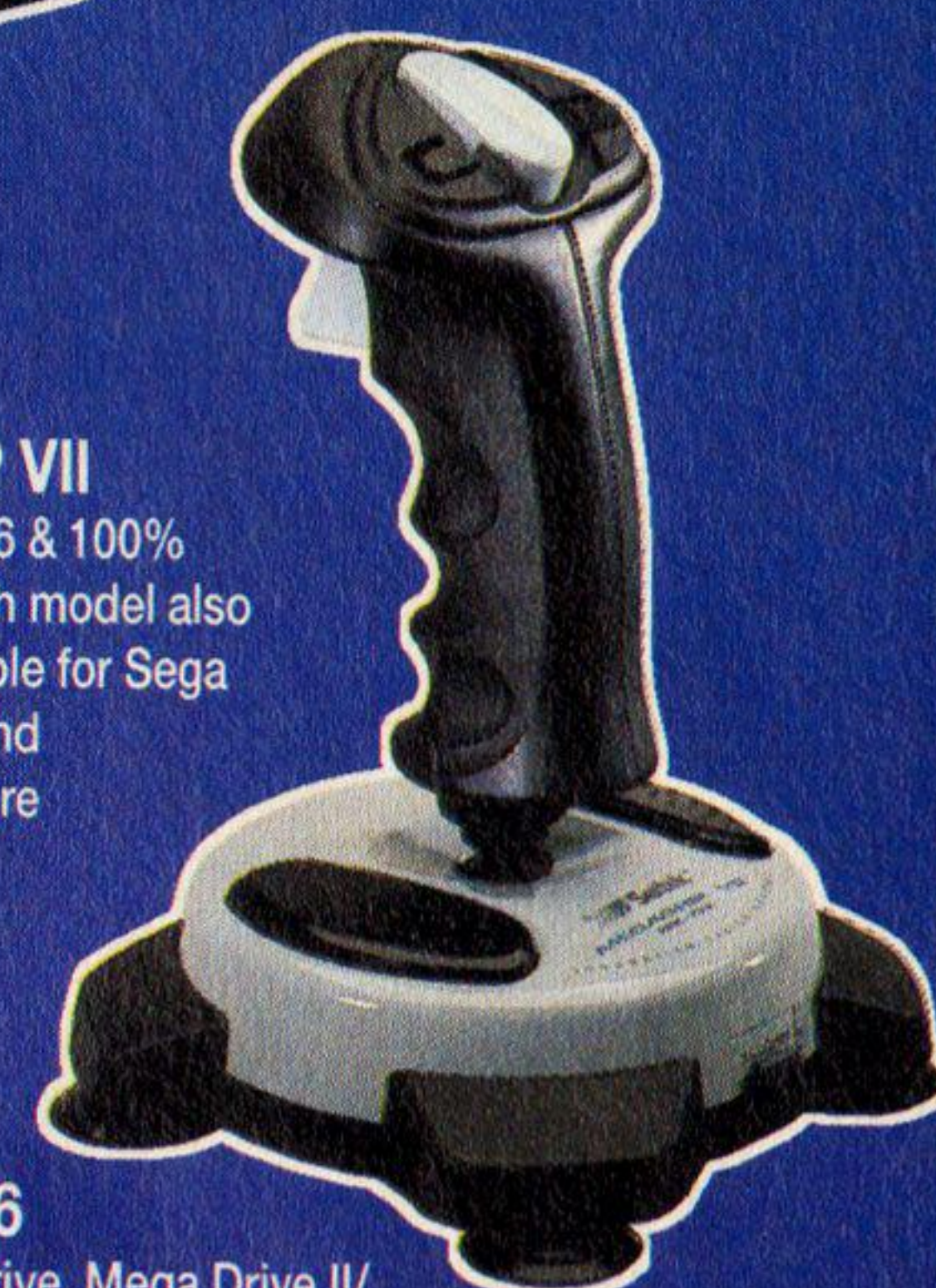
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for Sega Genesis/Mega Drive, Mega Drive II/ Mega CD (16 bit) and Sega (8 bit). For Super NES version see main picture.

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A DAY AT A RALLY SCHOOL!

To celebrate the forthcoming release of **PowerDrive**, US Gold (for 'tis they that are responsible for it) are paying for you to spend a day at a top rally school. Plus they're giving away jackets, T-shirts and baseball caps. Blimey!

Yes, it's true! Under the supervision of fully qualified geezers at The Forest Experience & Rally School in Wales, you can hooley around a forest rally stage in cool cars – an RS2000 or a front-wheel drive Astra (with loads of stickers on them, no doubt)!

And that's not all! There are also a fleet of amazing all-terrain Quads (you know, those bonkers off-road motorbikes with four wheels) for you to act the fool on!

But wait – there's even more! If you're not lucky enough to win the day out at the Rally School, there are ten runners-up prizes of *PowerDrive* jackets, T-shirts and baseball caps. They're all mean and moody in black with a white logo, but mean and moody or

not, they're still nowhere near as good as having a go in one of those fast cars. Ha!

All you have to do is answer one simple question: DO YOU WANT TO HOOLEY AROUND A FOREST RALLY STAGE IN A FAST CAR? (The answer, I imagine, is 'Yes') and send your answer to: 'Yes, Of Course I Want To Hooley Around A Forest Rally Stage In A Fast Car!' Compo, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



Above: Loony about in RS2000 or on a quad – the decision is yours!



PowerDrive



Wheelspinning across the screen on *PowerDrive* is a good laugh, too!



On a real rally track, there are none of these big, blue directional arrows, so watch out!



WIN!

GAMES FROM COMPLETELY MAD PEOPLE AT THQ!

Why have THQ gone completely mad. Why? Because they're giving away ten copies of their new SNES game, *The Ren & Stimpy Show: Timewarp*, for no readily available reason!

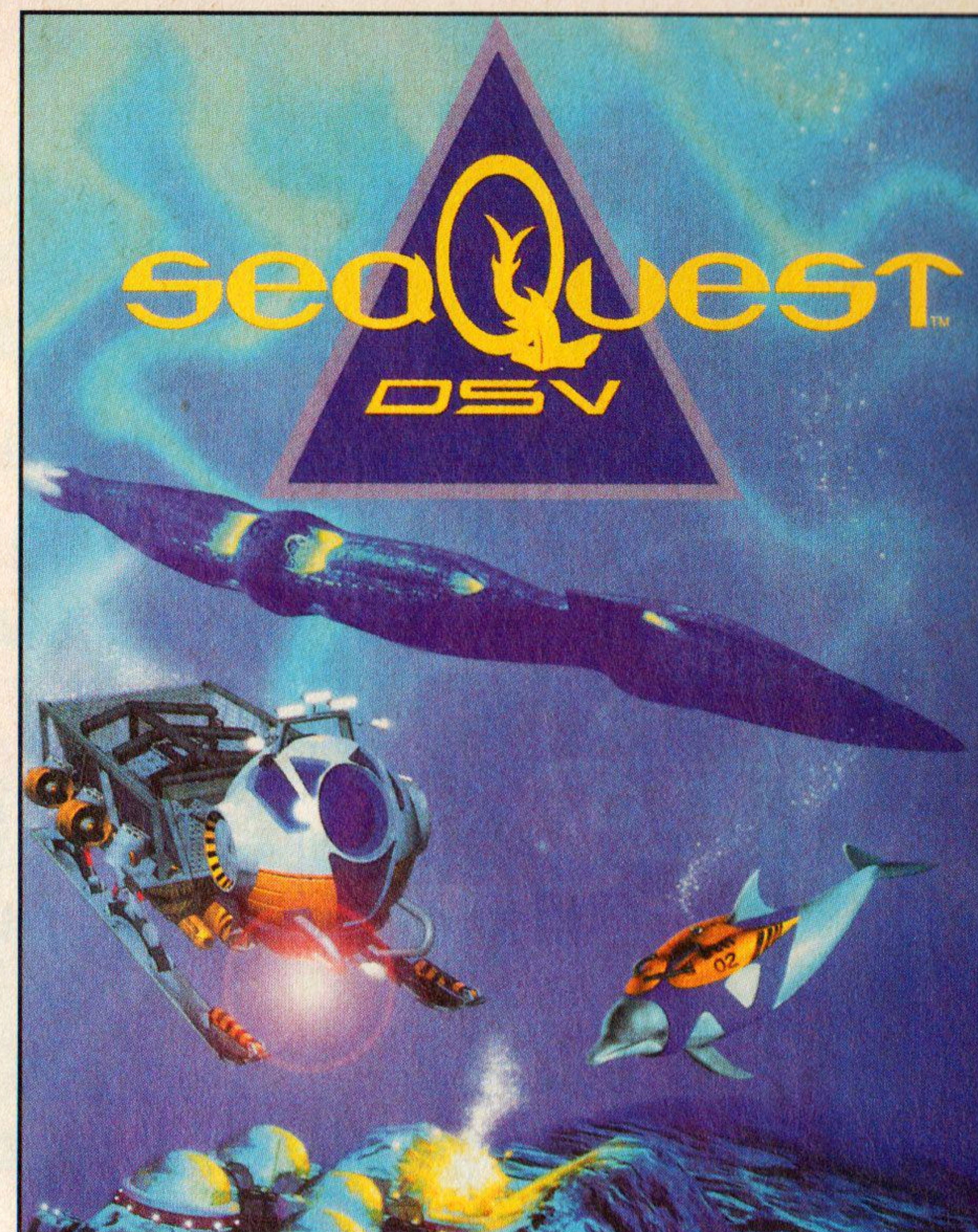
And if that doesn't convince you that they're a bunch of dangerously insane individuals, check this out: They're also giving away ten copies of their spanking new Game Boy game, *SeaQuest DSV*! Mad!

No? You're still not convinced? Well, let's put it this way: Only a complete nutter would give away 20 top-notch baseball caps (ten to go with each game) to runners-up. They are clearly bonkers!

Much as we don't want to seem like we're taking advantage of their unfortunately simple nature, we've taken the whole damn lot and put it in a big box in the office, ready to give to the first 40 people who send us the correct answers to these three ridiculously simple questions:

- 1 Are Ren & Stimpy a cat and a dog?**
- 2 Is there a submarine in *SeaQuest DSV*?**
- 3 Do people look silly wearing baseball caps back-to-front?**

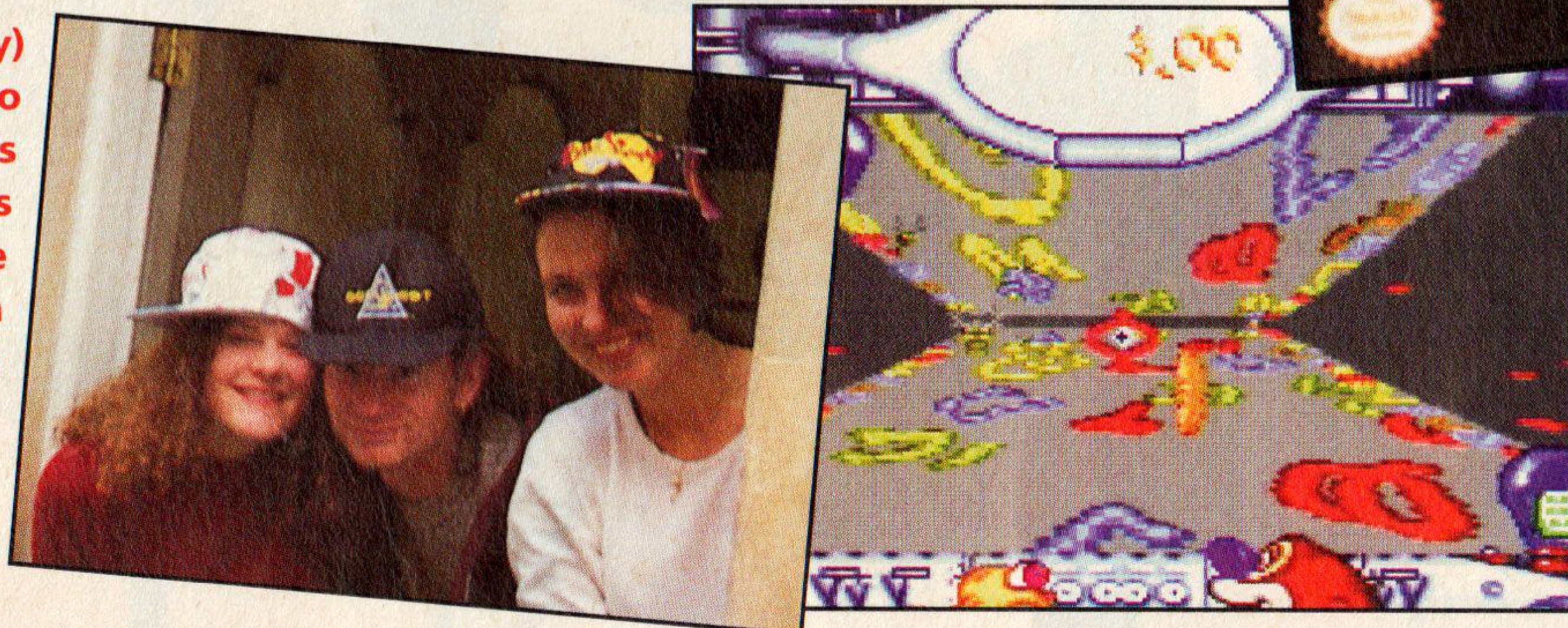
Send your answers on a post-card to: **'Yes, Of Course People Look Silly Wearing Baseball Caps Back-To-Front!' Compo, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.**



Above: *SeaQuest DSV* and below: *Ren & Stimpy*, both from THQ, a company staffed by nutters.



(Ren & Stimpy)
Hats off to this month's gorgeous models! One of them works on TOTAL!, but which one?



These are the rules.

If you don't obey them, THE GOD OF HELLFIRE WILL BRING YOU ETERNAL DAMNATION!

- 1 Only one entry per person. No, really.**
- 2 Employees of Future Publishing or any of the other companies named on these pages can just clear off right away, 'cos they're getting nowt.**
- 3 The closing date for all these compos is 10th December, 1994.**
- 4 The Editor's decision is final, even if it isn't a very good decision.**

PRIZE WINNERS

SOLIDARNOSC COMPO

Answers: Jungle, Strike, Gremlin
Winner: James Melia, Stalybridge
ten runners up:

Kenny Thomson, Fife
Chris Langford, London
Robert Purkiss, St Ives
Tom Smith, Chilcompton
D Smith, Romford
Adam Lill, Kirriemuir
LCPL Lee, The Army
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NEXT MONTH!!!

ATTEENNNN-SHUN!

Listen 'ere you 'orrible little people. When I give you an order, you obey it. And I order you all to buy next month's TOTAL! Why? Because we'll be launching an all-out attack on the superb new Virgin game in our **CANNON FODDER EXCLUSIVE!**

So, I'll expect you all to be here this time next month, well turned out with plenty of spit and polish on your boots. Got that? At ease.

PLUS!

A seething great stack of other rollicking reviews

ANOTHER!

ATKO Investigates

ALSO!

We expose all the latest **ULTRA 64** developments

AND!

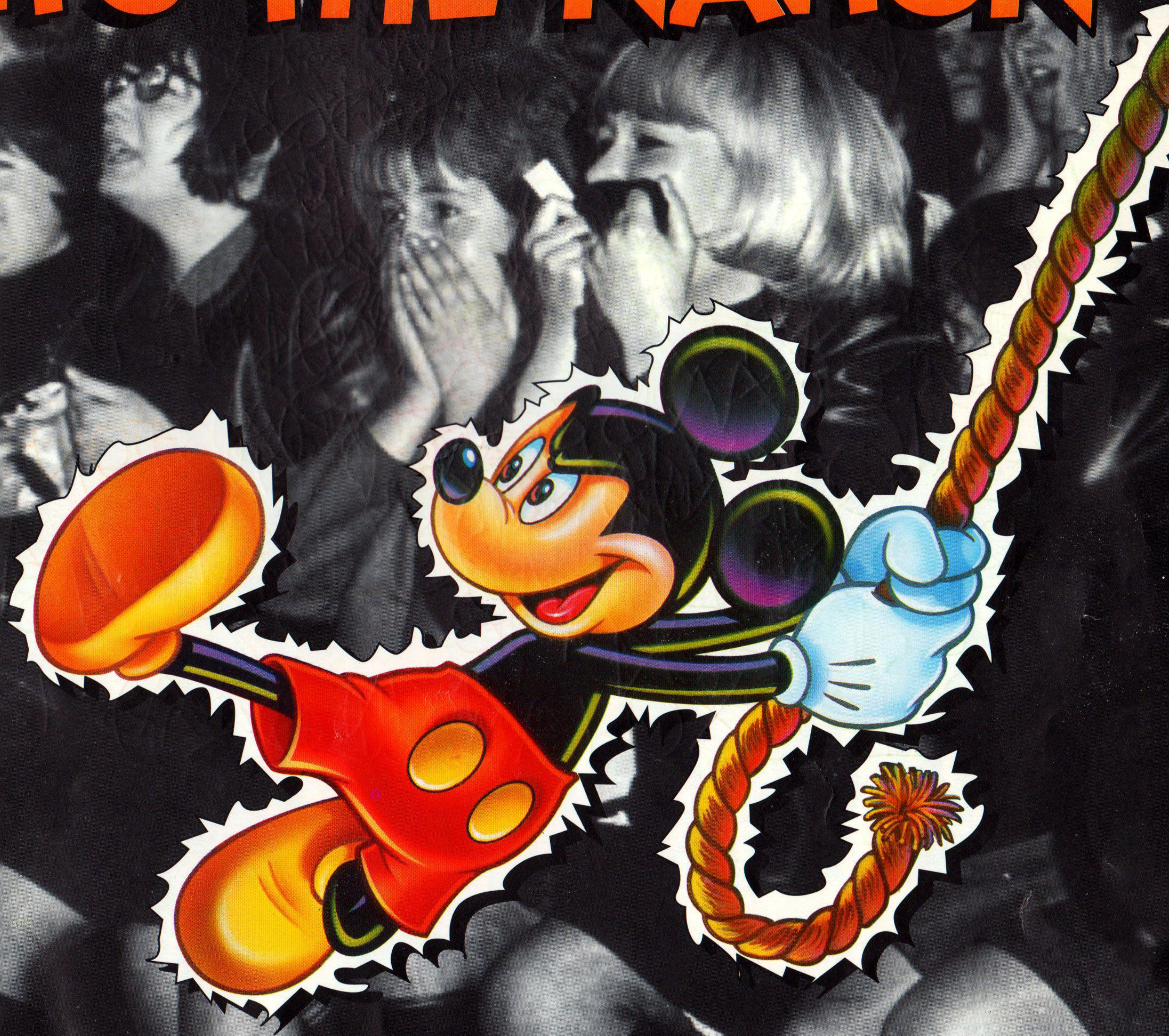
A full, review-style look at **Cruis'n USA** the coin-op! See you next month!



TOTAL!

ISSUE 37 **ON SALE** TUESDAY 13th DECEMBER

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond - Gamesmaster & Radio 1

90%
MEGA

90%
SEGA POWER

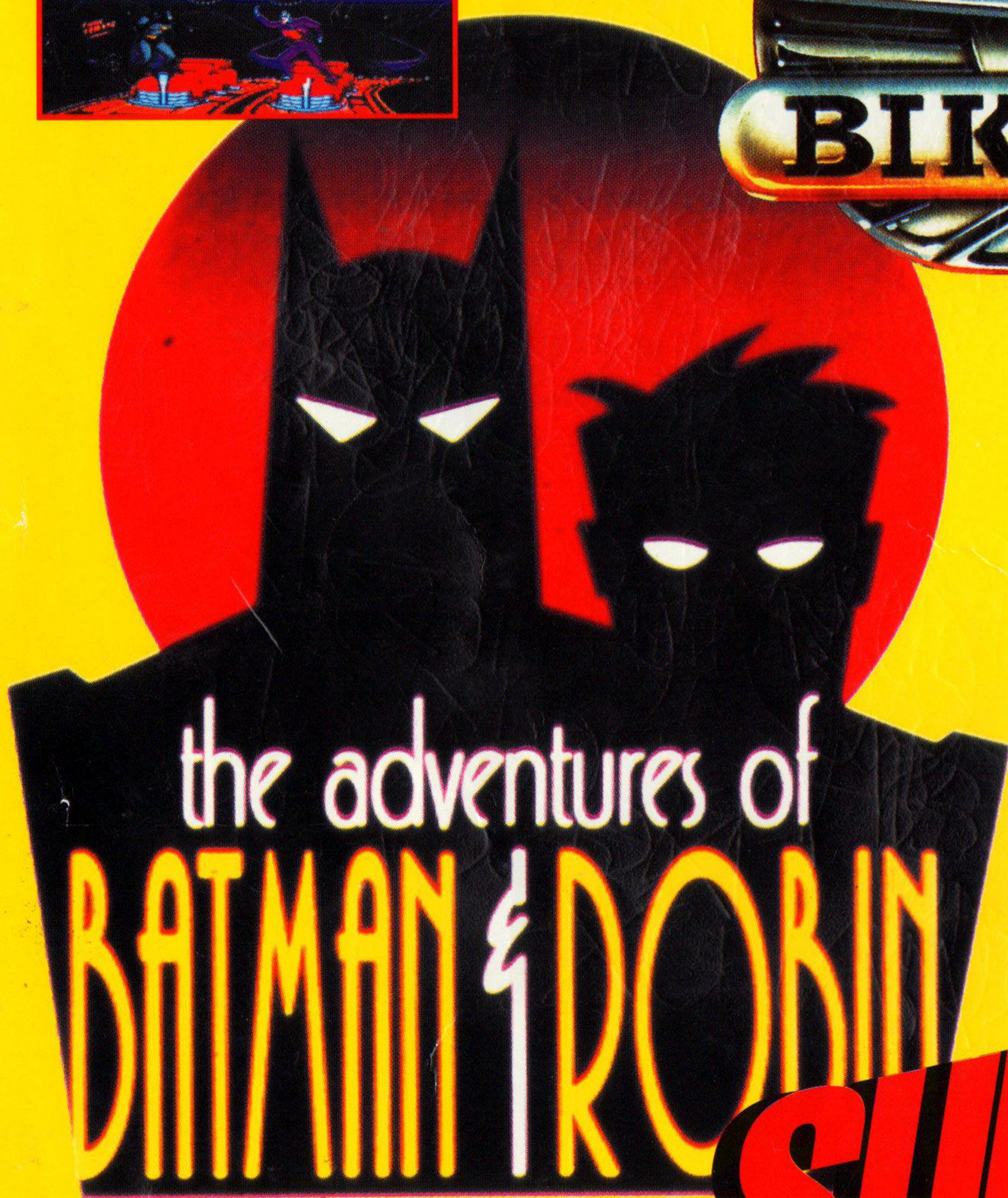
90%
C&VG

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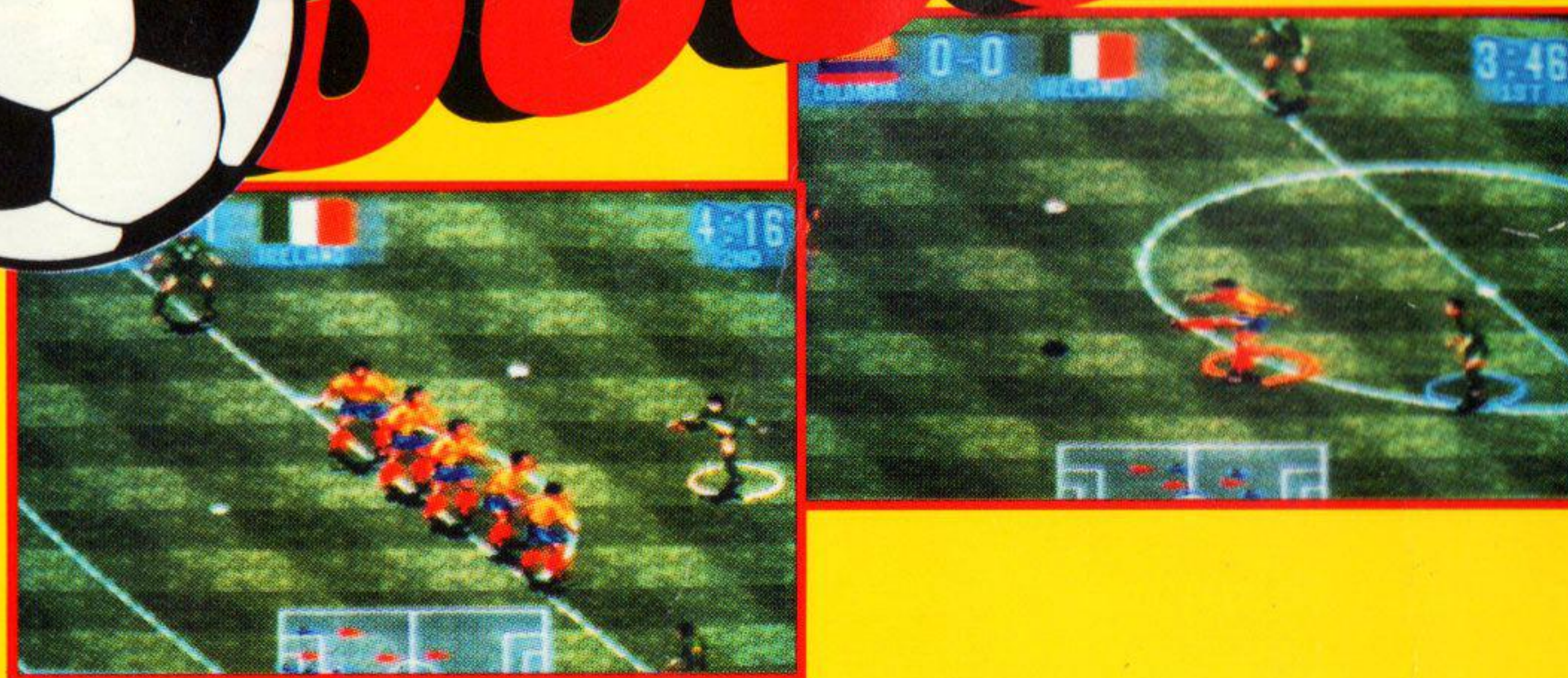
SEGA
MEGA DRIVE

MEGA-CD

"Bikes, Bats & Boots"



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